

PRIMA'S OFFICIAL STRATEGY GUIDE

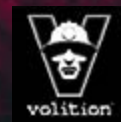


RED FACTION™



Keith M. Kolmos

primagames.com®



Based on a
game rated "M"
by the ESRB

RED FACTION™

PRIMA'S OFFICIAL STRATEGY GUIDE

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Special thanks to my family: Lisa, Michelle, and Michael. Their continued love and support gives me the strength to do my best.

INTRODUCTION

Mars in the near future.

Mars is the planet of opportunity, its mineral wealth feeding the insatiable needs of Earth, a planet stripped of raw materials and minerals. Ultor Corporation, aptly named after the ancient Roman temple dedicated to Mars the god of war, owns all the mining rights on the planet. The company is an expert at maximizing production while minimizing costs. Fortunes are made as cargo ship after cargo ship return to Earth filled with precious Noachite.

Mine workers, misled by promises of adventure and easy money, arrive on Mars by the shuttle load. Few ever make it back to Earth. Conditions in the Ultor mines are brutal. The work is dangerous and the miners' living quarters are disgusting. Environmental suits and bunks are shared between miners on different shifts. Food is lousy and in short supply. And beatings from Ultor guards are commonplace.

Worst of all, a mysterious, disfiguring Plague is running rampant through the mines. As the death toll rises and Ultor remains complacent, the miners' fear and discontent grows. Pamphlets and posters from an underground organization begin showing up all over the mining complex. Signed by the mysterious Eos, the pamphlets tell of bizarre deaths and missing comrades and urge the miners to take action against Ultor. Tensions run high. The mines are wired like a powder keg. All it will take is a spark...

During a shift change, a young miner is brutally assaulted by an Ultor guard. Another miner, Parker, witnesses the brutality and is quickly caught up in the chaos. He has no choice. Kill or be killed. A rebellion explodes across Mars.

Can you live long enough to become a hero?



You assume the role of Parker, a young recruit in the Red Faction. Can you keep him alive?



GUIDE DETAILS

Welcome to *Red Faction: Prima's Official Strategy Guide*. We've had time to sit down with THQ's great game, and we've got all the maps, strategies, and tips that will help you survive the revolution. The Characters section introduces you to the game's principals. The following section details the Bad Guys you have to battle, while the next covers all Weapons and Objects. Gameplay Basics are discussed in the next section. Skip ahead to the walkthrough sections if you want the low-down on every level. In the final section, you get access to some Multiplayer tips. The revolution depends on you. Long live the Red Faction!



Learn about Parker, Hendrix, and Eos in the Characters section.



The Weapons and Objects section covers all the firearms in Red Faction.



Check out the Bad Guys section for the lowdown on all of your foes—including these Ultor security guards.

PARKER

I can't believe how stupid I was. Yeah, "Come to Mars, Help Make a New World!" How could I have believed that crap? I remember laughing at that stuff with my friends. We'd drive up to Chicago and do the big city. We could always tell we were in the wrong parts of town when we started seeing prop-balloons floating over the streets, blaring out corporate BS. You'd hear incredible lies from the Army, Merc Corps, PDNC, Ultor—all the big orgs that wanted to put warm bodies in bad places. You wondered who'd buy those lines and sign up. Now I know.

Jake you could see doing it. He signed up for the Navy right out of high school. He had no choice, really. When you barely make it out of HS and there aren't any jobs, you take what they offer you. He's on a Navy cruiser out in the Belt somewhere, last I heard. It's like the Wild West all over again, he says. Prospectors, claim-jumpers, company goon squads, you name it. Life's cheap out there and it's a seller's market. He'll end up sucking vacuum before his tour's over.

I always thought I was different, better than most. Mom and Dad—Dr. and Dr. Parker, if you please—had my life all scoped out. Private schools, tutors, prep school, Ivy League for undergrad, then grad school and on to a glittering career in academia. They had me running their little maze. Lots of twists and turns, but only one way it could possibly end up. Who'd have thought their lab rats would be the only ones to reach the cheese?

I just couldn't take it anymore. Never being able to separate what I really wanted from what they'd trained me to want. Not knowing where I began and they ended. No achievement was praiseworthy. When the acceptance letter from Harvard came, they took it like no big deal, just an expected turn in the maze. I went nuts. I ripped up the letter and stormed out of the house, hardly able to see straight. I wanted to do something that wasn't another item to mark off on their progress chart. Signing up for Ultor's mining operations on Mars sure fit that bill.



I drove downtown, saw one of their recruiting offices, and it just clicked.

It was like my brain was running on autopilot. I walked into the office and it all went so smooth and fast. The whole place was designed to ooze inside your head and let you know Mama Ultor was going to take good care of you. Thick, neutral carpeting, bland, gently curving walls, soft lighting, a friendly helper to lead you through the whole process.

If Hell opened a tourism office downtown, they'd do it just like that. Maybe they already have.

I was still in a daze when they took me to the shuttle and strapped me into a shallow indentation in the floor.

There were dozens of other new recruits in the passenger compartment, all cocooned into dents of their own.

After the shuttle took off for Mars,

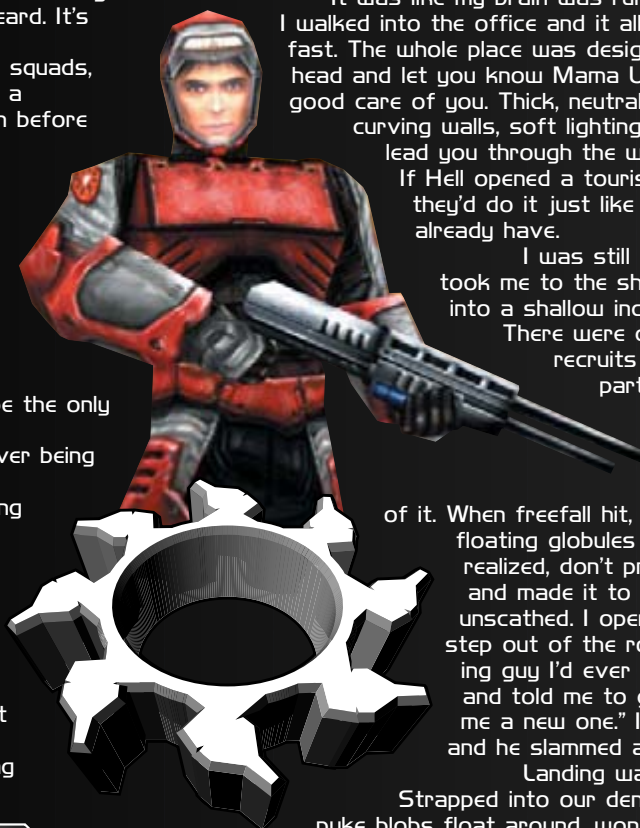
I finally snapped out

of it. When freefall hit, I unbuckled and dodged floating globules of vomit (people, I realized, don't properly chew their food) and made it to the door relatively unscathed. I opened it, but before I could step out of the room, the toughest-looking guy I'd ever seen filled the doorway and told me to get back in or he'd "rip me a new one." I stepped back inside and he slammed and locked the door.

Landing was another bad omen.

Strapped into our dents, we watched the puke blobs float around, wondering how many of them were going to land on us, everyone hoping they'd hit the people to either side instead of themselves. The sounds and smells of planetfall were beyond description. It was a good introduction to life in the mines.

We were herded out of the ship and into the new arrival processing area. I've got to hand it to Ultor—they let you know your place in the food chain right away. We were shoved into a tile-floored chamber, told to strip, and then fire-hosed from sprayers in the walls and ceiling. People were flopping all over the floor. Once we were thoroughly soaked, stunned, and disinfected, they issued us uniforms. Mine didn't fit right; no one's did. Someone tried to return his and get a different size. He was beaten by security guards and dragged away to the infirmary. The rest of us just huddled a little smaller and went where they told us to.



The barracks are a nightmare. Narrow bunks are stacked in dank rooms, trash litters the floor, graffiti covers the walls—every horror story I'd ever heard of worker barracks has come to life. Turns out everyone shares a bunk with another miner. He sleeps while you work and you sleep while he works. The other eight hours, I guess the bed lice get a rest. It's pretty gross, but you get used to it. I don't even want to think about the trough urinals and communal showers.

Drugs spread like mold in the barracks. It's hard not to give up in this place. Tossing in the towel and paying for a few hours of oblivion really appeals to some. Giving up's not for me, but lots of the people who arrived with me are already half brain-dead. Ultor's got to know about it; maybe they even get a cut. Zombied-out workers don't complain as much, so I can see Ultor having a hand in it.



The only good thing about the work is that it gets you out of the barracks. Those envirosuits are hot as hell to spend eight-hour shifts in, though. To make it extra nice, three workers share each suit, one per shift. The suit's sweaty, hot, and smelly when you climb into it, and it's worse when you climb out. They spray them down between shifts, but it doesn't do much good. Once you're down in the mines, it's pure grunt work. Smashing rock out of walls, trying to follow a vein of Noachite when your faceplate's all fogged up from the humidity inside your suit, stupid bots ramming into you when they grab chunks of ore—I'm surprised more miners don't go berserk during their shifts.

I don't know why Ultor has human miners doing this. It's got to be cheaper to have bots do it, and they certainly have enough bots. I've asked around, but no one knows.

Most don't seem to want to think about it, maybe figuring they'd be out of jobs if Ultor decided to use bots. Or maybe they're just too zoned out or discouraged to care. There's something soul-draining about doing a job that doesn't seem important. There's a cancer here, eating away at us, hollowing us out from the inside.

Seems like everything that can go wrong around here does. Everyone's at the breaking point. Fights erupt all the time. A guy got knifed yesterday in my barracks. The argument started over nothing, then escalated into shouting and pushing; a blade came out, and then the guy bled to death right on the floor. The guards didn't even investigate. It seems to be happening a lot lately.



We're scared and angry. It's not just the fights or the work or the living conditions. Something else is happening to us, beating us down. Miners are getting sick. Not flu-sick but something worse. Every day, dozens of miners collapse, in the mines and in the barracks, without warning. One minute they're fine, the next they're on the ground, writhing in pain or sometimes unconscious even before they hit the floor. And there's something wrong with their faces too. They seem... puffy or stretched. Some say that they've seen sick miners whose faces are bulging or pulsating. People call it the Plague. Everyone's on the verge of panic.

Lately, there've been pamphlets slapped up on the walls of the barracks and cafeteria. They're calling for miners to go on strike against Ultor, to refuse to work. Some of the flyers even urge us to attack the guards, to get back at them for all the years of mistreatment. No one knows who writes them. The pamphlets are signed "Eos." Some say it's the name of a group; some say it's the name of a woman who's trying to stir up the miners.

The security guards tear down the pamphlets as soon as they see them, but the damage has already been done. Dozens of people read them. In a few hours, hundreds of miners are talking about the latest pamphlet. People are grumbling, glaring at guards, and openly muttering about a strike or worse. It gets uglier every day.

I don't know what to think or do. I just want to get out of here alive, somehow. Harvard sounds better all the time.



There's no going back now. We've finally made a move, after all these years of planning and talking. With last night's attack, we're finally committed. Orion rigged the bomb. Once he was clear, I hit the Alert button outside the cafeteria. When the security guards ran out of their barracks, the blast took out six of them. That should stir things up.

I can't think of them as people. There's too much at stake here. They work for Ultor, helping the company kill miners. They're the enemy. Too many of my friends have died to feel pity now. We need to harden attitudes on both sides, to make conflict inevitable. Once miners realize they have no choice, once they know their lives depend on defeating Ultor, then they'll fight. And we'll win.

I can't believe it took this long. Ultor's made us live like animals for so many years that we've forgotten we're human. People have been beaten down, physically and mentally, and it's going to take a strong shock to get them back up. We're going to provide the juice, even if it kills us. But no matter what, the miners here will never go back to lurching through life like zombies. We're going to make sure of that.

Everyone talked about how awful life was here, but no one would do anything about it. They were scared they'd turn up missing at the end of a shift. I had to do something. Dad didn't raise any whiners. He clawed his way up through the ranks, starting out chewing rocks in the tunnels, and now he's a shift foreman for Sector T-2. He worked and fought for everything he has; he says that's the only way to get it.

I know better than to look to my dad for approval, though. He'd hate what we're doing. Nothing could shake his loyalty to Ultor. Not even Mom's death made him question that. She was one of the early Plague victims, over four years ago. Something about the reactions of the docs and techs in the medical facility made me wonder what was really going on. When she died, I saw guilt burn across a doc's face. I started screaming, blaming Ultor. My dad dragged me back to our apartment and locked me in my room until I stopped yelling. He refused to hear it. But I knew. I just shut up and churned inside.

That night, I decided to rid Mars of Ultor. I had to do it for my mom, for what they did to her. It began with getting Orion on board. We'd grown up together and I knew I could trust him. I started talking to him, sketching out my plans, such as they were. We met between shifts, in places deserted and crowded, anywhere we thought we could avoid attention, always looking over our shoulders. We knew we couldn't do it by ourselves, so mostly we talked about who to ask to join us.



We had to be sure of everyone we brought in. One slip, one untrustworthy member, and Ultor would have us. Ultor is everywhere in the mines, with security guards, cameras, bots, listening devices, and monitoring software. I think they use even the maintenance bots to keep tabs on us. The worst are the human spies. You wouldn't think anyone here would want to spy for Ultor, but some do. When we uncover a spy, we arrange an accident in the mines. Crude but effective.

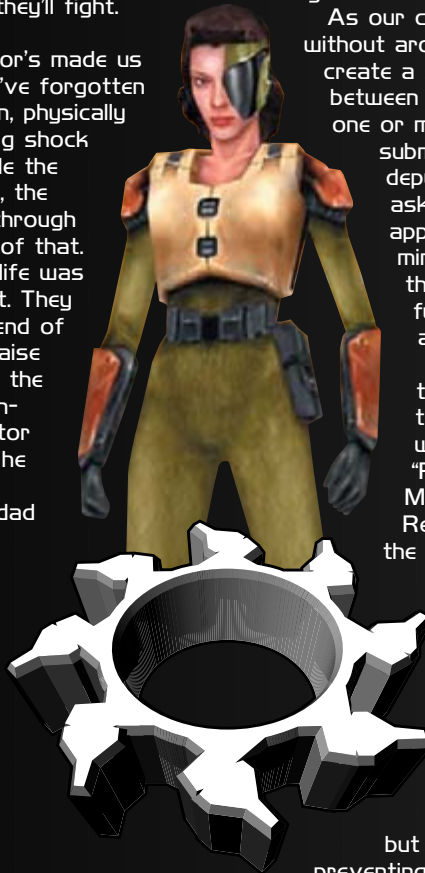
The idea of getting rid of Ultor has been our biggest stumbling block. For most people here, Ultor is Mars. They hate the guards, the barracks, the food, the restrictions—everything about life here. But they can't make that conceptual leap to how much better things would be if Ultor were out of their lives. We talk about eliminating Ultor and they look at us as if we'd said they'd be better off without oxygen in the air. I swear, Ultor's done something to their minds. Orion says that's just the way people are. If they're not willing to fight, they make themselves believe that things aren't so bad after all.

So it's been a long, slow road to gather fellow revolutionaries. It's taken four years just to get to this point. Sometimes, I've despaired of ever being able to strike out against Ultor. Whenever I feel like giving up, I think of my mom and my dad. That's all I need.

As our core group grew, it got harder to meet without arousing suspicion. Orion and I decided to create a smokescreen of athletic competitions between miner barracks. Each barracks could field one or more teams to meet in weekly contests. We submitted a proposal to Gryphon, Ultor's deputy administrator. It made my skin crawl to ask him for something, but he quickly approved the idea. He thought it would boost miner morale. He even insisted that Admin run the league. That was fine with us. Pretty funny that Ultor's helping us cover up our activities.

It was Orion who came up with the name Red Faction for our team. He thought the political sense of "Faction" would have meaning only for us. And the "Red" symbolized that we represented all of Mars. The name clicked with everyone, and Red Faction became the first team to join the new league.

Once the league got underway, we met several times a week for "training" sessions. We couched all our planning in sports terms. This gave a lighthearted feel to a frightening undertaking. Our meetings were also less dangerous because Ultor had to spread its monitoring efforts among the many teams in the competitions. Of course, we got clobbered every week in the actual contests, but we didn't care. That had the side benefit of preventing anyone from wanting to join our team; everyone called us "Dead Faction." The Admins running the league even started listing us that way in the league standings. But we'll have the last laugh.

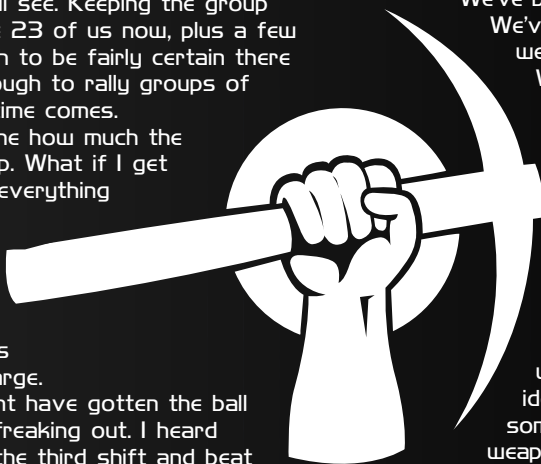


We all took code names to use within the group. It probably doesn't provide all that much protection, but it makes us feel a little safer. We'll see. Keeping the group small should help too. There are 23 of us now, plus a few probational recruits. Few enough to be fairly certain there are no leaks, but more than enough to rally groups of miners against Ultor when the time comes.

Sometimes it bothers me how much the others look to me for leadership. What if I get captured or killed? I'd hate for everything to fall apart if something happened to me. Orion's the only one with any initiative. Maybe I've been too forceful, but someone had to do it. We'd still be sitting on our butts complaining if I hadn't taken charge.

Last night's action might have gotten the ball rolling. The security goons are freaking out. I heard they dragged some miners off the third shift and beat them. Everything's primed for the rebellion to start. All it needs is a spark.

And once it gets going, we'll be there to lead it. For weeks now, we've been blanketing the barracks with pamphlets condemning Ultor and blaming them for everything wrong on Mars. The writings are signed "Eos." I would have preferred to have them from us as a group, from Red Faction, but that would have given us away immediately. Orion also said the miners needed someone to believe in and follow, not another faceless group. I don't know if I buy that, but it's good enough for now. Once the rebellion begins, though, everyone's going to know that Red Faction is the driving force behind it. There'll be no more hiding.



We've been stockpiling weapons for months now. We've quietly stolen weapons from a bunch of weapon lockers at guard barracks and posts. We had to break into only the first couple we raided. After that, we found the doors unlocked to every post we tried. The weapon cabinets were unlocked too. It freaked us out the first time it happened. We figured Ultor was on to us and backed off pretty quickly. But when we found the door to another weapons locker open a few nights later, we took some weapons and boxes of ammo and got out fast. The doors have been unlocked every time since. We still have no idea why. We don't know if Ultor's doing it or someone else, but we're going to grab weapons as long as we can.

We don't take more than a few weapons and boxes of ammo from each locker. No need for Ultor to find a weapon locker completely stripped and then hit the panic button. This way, the execs will think the guards are either stealing a few weapons or breaking them and grabbing replacements. They won't know miners are armed until the bullets are coming out the backs of their skulls.

We've cached the stolen weapons throughout the mines and barracks. When the rebellion starts, Red Faction members will head to the nearest cache and hand out weapons to any miner willing to fight. The security guards are used to bullying unarmed miners; they're in for a big shock.

I don't know what to do about the mercenaries that Masako brought here, though. They're tough, and so is she. We'll make some feints at important installations around the complex, maybe get the mercs dug into defensive positions. If that doesn't work, we're in trouble. The mercs will slice right through us if they go on the offensive too soon. If we move fast enough, they won't hit us until we've settled with the guards and gotten everyone armed. Our sole advantage is numbers, but I don't want to waste thousands of miners in human wave attacks.

The next few days are going to make or break us. Four years of planning and plotting are either going to pay off or get us all killed. Getting rid of Ultor is the goal for everyone else in Red Faction. But I want more. I want to know who's behind the Plague. And I want them to die.

Ultor denies there's any problem. First they said that it was just a stress response on the part of weaker individuals. When everyone got done laughing and then screaming about that one, they came up with a new rationale. They now claim that it's a Martian virus, infecting miners by some unknown means. That scared people, did Ultor think we'd be reassured to hear that there's something in the air that's killing us? There were riots in a few of the barracks after hearing that. Ultor claims they're doing everything they can to combat the virus. Their doctors and technicians are all over the barracks and even in some of the mines, giving everyone shots and pills. They say that their efforts are all that's keeping the virus from killing a lot more.



HENDRIX

Growing up, I never heard anything negative about Ultor. Mom and Dad gave their lives to the corp, in more ways than one. They blamed the Plague on bad luck, a Martian virus, bad air—anything but Ultor. When you're in the belly of the beast, you shy away from wondering if it has your best interests in mind.

They wanted to keep me out of the mines in the worst way. They pushed me to excel at my studies and glowed with pride at every achievement. As long as I did well in Ultor's schools, I could stay out of the mines. If my grades dropped, I'd be down in the tunnels with my parents. It was good motivation.

I took all the tech courses I could. Not just the mechanical stuff that Ultor pushed on all of us, but compsci, physics, chemistry—everything they'd let me into. It was a world beyond the gritty, machine-oil-and-red-dust place I lived in every day. My studies took me above all that.

Ultor had me pegged for a technician slot from the time I was 12 years old. They claimed tests showed I didn't have the aptitude for more advanced studies. I never believed that they told the truth about the test results. It was all so easy for me. When they stopped letting me into certain classes, I just borrowed the tapes from someone who was allowed into them. I suffered through the mechanical and applied courses during the day, but I lived for my nighttime studies.

That was when I first realized that Ultor's rules could be bent, even broken. This opened a whole new world for me. I started looking for ways around their regulations. The deeper I got into my clandestine compsci studies, the more I wanted to start hacking into Ultor's systems. I knew I had to be careful, though. I'd seen what happened to people who got caught breaking the rules. One of my best friends when I was little was Danny Curtis. He was born on Mars, too. When we were nine, his dad supposedly stole something from the machine shop where he worked. He got caught and the whole family just disappeared overnight. The supervisor of the apartment complex said that they'd been sent back to Earth. I was young, but I wasn't stupid. I could tell my parents didn't believe her either, but they looked at each other and at me and didn't say anything.

So when I started hacking, I made sure I wouldn't get caught. I broke into unimportant systems, like the lock controls for our apartment. I cracked the code for that after a few nights' effort and then amused myself for a week messing with it. I'd change the keylock combo just before my parents came home and monitor the system while they uselessly punched in the keycode a few times. Then I'd trigger it after they'd given up, and the door would slide open. I started to feel guilty after the first few times I did it, though. My parents were so worn out after eight hours in the mines that they barely had the energy to open the door, let alone puzzle out why the lock was acting up.



I wormed my way into other systems for our apartment, too. Within a few days, I could make the lighting, climate control, and cooking subsystems do anything I wanted. I didn't do it while my parents were around, though. Too much frustration in their lives already.

It took me a long time to get up the courage to crack a system outside our apartment. I kept picturing Danny and his family. I finally screwed up my nerve and started to hack into the grading records for our complex's school. I figured security would be pretty lax there, all things considered. It took me about two weeks of cautious trial and error, but I finally got in. I made sure I just looked around, didn't modify anything, and got out quick. When no one came knocking at our door over the next few days, I went back in and made some small changes to test scores for a couple of my friends. I was afraid to do more, as the teachers might notice.

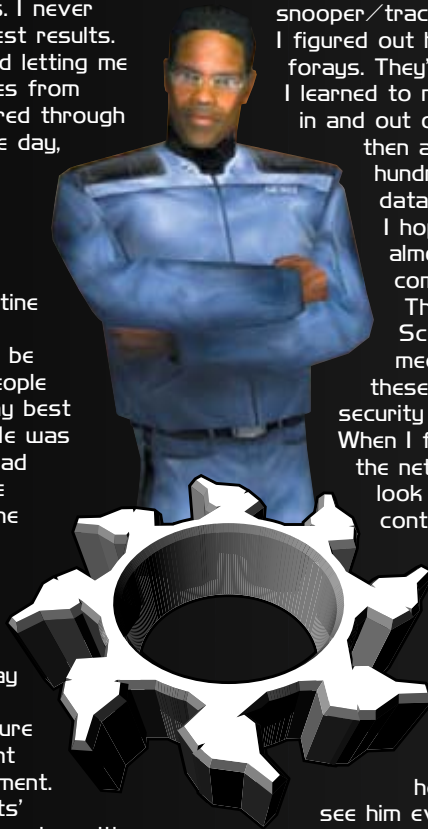
That was the start of what makes my life here tolerable. For years, I stayed within the boundaries Ultor set for me. I took all the courses they felt a midlevel technician needed. When I finished the tech program at age 15, they put me to work in the robot maintenance division, working on bot electronics. For the past 10 years, I've worked long and hard at it, rising from maintenance to SciLab support and now to security technician.

All that time, my real work has gone on at home. One of the first subsystems I looked for was Ultor's snoopers/tracker programs. By watching them work, I figured out how to avoid detection on my nightly forays. They're not that smart, so it wasn't hard. I learned to mask my terminal's network ID and to slip in and out of nodes across the complex. I felt safer then and began to explore farther. I cracked hundreds of Ultor systems, never touching data or code, never leaving a trace (at least I hope not). Over the years, I've broken into almost every important system in the mining complex.

The exceptions are certain areas within the SciLabs' computer subnetwork and the medical facility subnetwork. All files within these areas are surrounded by incredible security and layers of complex encoding. When I first encountered the SciLab section of the network, over two years ago, I took one look at its cocoon and immediately broke contact. It scared me to death. Every three months or so since, I get up the courage to probe the SciLab or medifac subnets again, but I've always been scared off by the thought of finally getting caught. I'm not even sure I really want to see what's inside anyway. I've got a bad feeling about it.

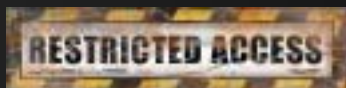
Those network sections are under the personal security of Dr. Capek, the head of Ultor's Science Labs. I used to see him every so often, lurching through the labs, when I worked in the SciLab tech support division.

He's the scariest person I've ever met. He looks like he's half robot, with implants all over his body. I think most of my fear of the SciLab subnet centers on running into Capek, even in a virtual arena.



Everything I've discovered during my explorations is in my head. Mom once found notes I had written and asked me about them. I convinced her they were for a computer systems class, but it taught me a valuable lesson. Just as I was careful not to leave a trace in the virtual world of Ultor's computer network, so I also couldn't afford to leave physical evidence in my apartment or workplace—no password lists, notes, or records of any kind.

For years, I've existed in two worlds. The physical world that I share with everyone else here is the daily drudgery of this hellish mining complex. But the virtual world of Ultor's computer net is mine alone. I've never talked about it with anyone, and I've never spotted another human presence among the autonomous programs that run the complex.



The irony of my current position doesn't escape me. Here I am, a security technician, entrusted with observing and maintaining a roomful of security monitors and data analysis equipment. I can watch activity in dozens of areas throughout the mining complex. I can also switch a monitor to show the view through any miner's helmetcam, giving me a choice of thousands of mobile cameras. And yet, I might be Ultor's single greatest security risk.

With what I know about the systems here, I could probably bring the entire mining operation crashing down. But they'd be sure to find me then, and I don't even want to think about that. I can help out anyone who wants to fight Ultor, though, whatever I can do without much risk. Maybe keep the rebels one step ahead.

There are some miners who're willing to start a revolt against Ultor. The one making the most noise right now goes by the code name Eos. Her group has been posting flyers urging miners to rise up against Ultor.

I know who Eos is. Worse yet, Ultor knows too. That's how I found out—by looking through Ultor security files. I want to warn her, to tell her that Ultor's on to her and is biding its time for some reason. But I can't bring myself to contact her; I can't risk exposure. They're watching her and they might catch me.

So I sit and watch too, hoping things turn out OK. I've been watching for years now, as things slowly fall apart, as the miners and Ultor get closer and closer to a final confrontation.

That's the way I've always dealt with the world—by sitting and watching. Even when my parents died. They both seemed like they'd live and work forever. One day, a little over a year ago, we had just finished dinner when Dad started shivering and twitching, more violently every second. He flopped onto the floor before Mom or I could reach him.

His face was bulging and stretching like it was made of rubber. Lumps were moving around under his clothes too. Mom freaked out. I called the medics, but he was dead before they got here. They said it was the Plague and had no idea what caused it.

I'd heard of the Plague, of course. Lots of people on Mom and Dad's shifts have been hit over the last few years. It always strikes suddenly. Sometimes the victim dies within minutes, and sometimes he or she is still alive when the medics come. None of the miners taken away by the medics ever come back, so I'm pretty sure they die too.

After Mom got over the shock of Dad's death, she got mad, really mad. Dad had been in for his annual checkup at our section's medical facility just a week before, and she thought they should have found it then. She railed on and on, night after night, about the medics' incompetence and how they could have cured him of the Plague. She went in for her annual four months later and came back ticked off all over again. Turns out she gave them a piece of her mind the whole time she was in there. Three weeks after that, my supervisor came into the monitoring room and told me Mom had collapsed in the tunnels and died before they could get her to a medifac.

My annual checkup is in two weeks; I'm not going.

Since Mom's death, I've gotten bolder about probing the subnet defenses. I'm not going to sit around and watch things happen anymore. I don't care as much now if I get caught. There's nowhere near as much to lose. The apartment's so empty with just me here. Sometimes, late at night, I wonder if what happened to my parents was my fault, somehow connected to my journeys into the computer net. In the light of day, it seems ridiculous, but I can't shake the feeling. Maybe something worse is going to happen to me if I don't stop.

When people whisper about escaping Mars and going back to Earth, I can't picture it. I don't want to leave; I want Ultor to leave. When I tell that to my friends, they either laugh or get scared that someone might overhear. Everyone's been brainwashed that Mars is Ultor and Ultor is Mars. When I think of not knowing why my father died on our kitchen floor, or my mom out in the mines, I can imagine Mars without Ultor. I'm starting to believe it's worth dying for.



SECURITY GUARDS

Ultor deploys security guards in large quantities to keep the miners in line. Now that the revolution has begun, the security guards form Ultor's first line of defense. To motivate the guards, Ultor pays \$100 for each miner killed!

In the Ultor mining complex, you encounter four kinds of security guards. You can tell them apart by their uniforms. They are similarly armed and armored, so you deal with them in similar fashion. Once you find the automatic shotgun, it should be your primary weapon—it makes mincemeat of the guards. Switch to the submachine gun or heavy machine gun when you're faced with a large number of guards.



This is the first kind of security guard. He's dressed in a blue uniform here, but is also seen in a blue envirosuit similar to the red ones that the miners wear.



This security guard wears more formidable-looking attire, but you deal with him as you would a normal guard. The same goes for the security guard commander.



The final type of security guard you run into is one of the elite units. These guards patrol the administrative wing and are slightly better armed than the normal guard—most carry submachine guns.

BOTS

Ultor employs bots for mining and security. You run into both kinds in the missions. Heavier weapons (like the rocket launcher) work better against the larger bots, while the automatic shotgun and the machine guns are better suited to the smaller bots. Don't bother trying your pistol against either type. They are too well armored for it to have much of an effect.



This large security drone bot is susceptible to a shell from your rocket launcher. The rail driver works even better. It can take out a bot like this in one shot.



You come across many different smaller bots. Their energy weapons pack a good punch. A good shotgun blast should knock them down.



This bot is unbeatable—you just don't have the firepower. Search for an alternative method of beating it. See the level 7 walkthrough for a detailed explanation of how to conquer this menace.

CREATURES

Then there are the creatures—most of which are failed Capek experiments.



This underwater creature fires sonar-like pulses that can damage you or your submarine as you navigate the underwater passageways. If you are in the submarine, fire your torpedoes at it. If you're swimming, keep firing your pistol—it is one of the few weapons that works underwater.



Reapers! The best way to exterminate them is to torch them with the flame thrower.



These creatures are former miners, failures in Capek's nanotechnology experiments. They have no armor and can be eliminated quickly.



The worm is a difficult foe, but it can be beaten. Carefully avoid its green slime and aim for its mouth with a rocket launcher or precision rifle.

MERCENARIES

Deeper into the game, Hendrix tells you that you are stumbling into areas guarded by mercenaries. The mercenaries are better armored and better equipped than normal security guards. Strafe them and keep moving when you fight them. The extra armor means it takes more than one hit to eliminate them—and their fire is more accurate and deadly.



Learn to keep moving when you fire at mercenaries. Killing them requires multiple shots.

CIVILIANS

You run across many civilians in the complex—doctors, nurses, technicians, and other workers. They claim they are miners' friends, but they work for Ultor and have helped suppress the miners and conduct the experiments. When you kill them, usually nothing happens—but some drop medkits when they die. Try not to shoot the doctors, because they heal you for free.



Civilians are always getting in the way. Some drop medkits after you kill them.

CONTROL BATON

UCB-24 ULTOR CONTROL BATON



DESCRIPTION: This crowd control weapon can serve as a truncheon or a stun gun.

AMMO/CLIP SIZE: Battery cell

RANGE: Short

PRIMARY FIRE: Swing baton as club

ALTERNATE FIRE: Electric Shock mode

RIOT SHIELD

UBS-4 ULTOR RIOT BODY SHIELD



DESCRIPTION: A body-sized translucent shield that is used by the riot guards of Ultor. The riot shield is lightweight but can withstand blast and gunfire damage for a brief period of time.

AMMO/CLIP SIZE: N/A

RANGE: N/A

PRIMARY FIRE: Swing shield

ALTERNATE FIRE: N/A

12MM PISTOL

USP-16 ULTOR SEMI-AUTOMATIC PISTOL



DESCRIPTION: This basic semi-automatic pistol packs a serious punch against unarmored targets. The pistol can penetrate body armor but with significantly less impact. This weapon is standard issue for Ultor security guards and officers. The pistol can be fired underwater.

AMMO/CLIP SIZE: 12mm bullets/16 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fires one round

ALTERNATE FIRE: Attach/detach silencer

SUBMACHINE GUN

UAP-32/20 ULTOR
SUBMACHINE GUN



DESCRIPTION: This weapon is slightly larger than the pistol and is capable of full automatic fire. Heavier than the pistol, the submachine gun offers better control in full auto mode, though it remains inaccurate at medium or long range.

AMMO/CLIP SIZE: 12mm bullets/30 rounds; 5.56mm high velocity armor-piercing bullets/20 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fires rounds, automatic

ALTERNATE FIRE: Toggle between 12mm and 5.56mm rounds

AUTOMATIC SHOTGUN

UAS-16 ULTOR
AUTOMATIC COMBAT
SHOTGUN



DESCRIPTION: This weapon is a military-grade shotgun capable of semi-automatic and full automatic fire. Recoil in semi-automatic mode is slightly less than a civilian 10-gauge shotgun. Fully automatic fire is more difficult to control because of the recoil compensator response time.

AMMO/CLIP SIZE: 10-gauge buckshot shells/8 rounds

RANGE: Short to Medium

PRIMARY FIRE: Fires a double shot, pump action

ALTERNATE FIRE: Fires a single shot every 0.15 seconds, continuous fire

ASSAULT RIFLE

UAR-42 ULTOR MILITARY
ASSAULT RIFLE



DESCRIPTION: This weapon is designed to offer all the benefits of a full-length rifle in a compact design. It is capable of firing three round bursts or full automatic fire. Compared to fully automatic fire, three round bursts offer increased control and aim but potentially decreased force, unless fired at close range. The high-velocity armor-piercing shells inflict massive damage on unarmored targets and will penetrate body armor easily. This is the standard rifle issued to security guard commanders.

AMMO/CLIP SIZE: 5.56mm high-velocity armor-piercing bullets/42 rounds

RANGE: Short to Long

PRIMARY FIRE: Fires a single 3 round burst

ALTERNATE FIRE: Continuous automatic fire

SNIPER RIFLE

USG-58 ULTOR
SNIPER RIFLE



DESCRIPTION: Capable of semi-automatic firing only, this sniper rifle comes standard with an UNVS-8 scope that provides the user with up to 12x zoom. The rifle also features a wind velocity offset that corrects for wind conditions. This weapon is capable of inflicting critical wounds when a head or torso shot is achieved. It is also capable of penetrating light armored vehicles.

AMMO/CLIP SIZE: .50-caliber armor-piercing bullet/6 rounds

RANGE: Short to Very Long

PRIMARY FIRE: Fires one round

ALTERNATE FIRE: Activates/deactivates the scope, hold down for zoom

REMOTE CHARGE

URC-15 ULTOR REMOTE
MINING CHARGE



DESCRIPTION: This is a medium-sized, high-explosive remotely detonated charge. It has a kill radius of 10 meters. Only one charge can be detonated at a time. They are effective against unarmored and armored personnel as well as light vehicles.

AMMO/CLIP SIZE: N/A

RANGE: Short

PRIMARY FIRE: Throw and detonate the charge

ALTERNATE FIRE: N/A

GRENADE

UHG-98 ULTOR OFFENSIVE
HAND GRENADE



DESCRIPTION: This weapon is a high explosive anti-personnel device with a kill radius of 5 meters. The grenade has a 4-second timer that starts when thrown. Hand grenades are highly effective against unarmored personnel and moderately effective against armored personnel.

AMMO/CLIP SIZE: N/A

RANGE: Short

PRIMARY FIRE: Toss as an impact grenade.

ALTERNATE FIRE: Toss grenade with a 4-second timer

FLAME THROWER

UFT-61 ULTOR
FLAME THROWER



DESCRIPTION: This weapon is based on the Ultor Defoliator, used for clearing plant growth. It shoots a flaming stream of fuel that sticks on contact and burns for up to 30 seconds. This weapon has been modified to shoot a flame twice as far at the cost of faster fuel consumption..

AMMO/CLIP SIZE: Fuel tank

RANGE: Short to Medium

PRIMARY FIRE: Shoots a 4-meter flame

ALTERNATE FIRE: Remove and throw fuel canister as an incendiary bomb

ROCKET LAUNCHER

URL-6T ULTOR TACTICAL
ROCKET LAUNCHER,
A.K.A "BIG EARL"



DESCRIPTION: This weapon is capable of firing its rockets in "dumb" or "homing" (i.e., heat-seeking) mode. Once homing mode is selected, it takes approx 2.75 seconds for the thermal imaging sensor to achieve target lock. The weapon beeps when locked onto a target. Once fired, the rocket tracks the target until contact or until it runs out of fuel.

AMMO/CLIP SIZE: 15cm high explosive rockets/6 rounds

RANGE: Medium to Long

PRIMARY FIRE: Fires "dumb" rockets, automatically fires a rocket every 2 seconds

ALTERNATE FIRE: Engage heat-seeking mode

RAIL DRIVER

FLA-26 MAGNETIC
RAIL DRIVER



DESCRIPTION: This weapon was brought to Mars by Col. Masako's mercenaries. Capable of firing metal slugs at ultra-high velocity, the rail gun can penetrate walls.

AMMO/CLIP SIZE: Metal Slug/1 round

RANGE: Medium to Long

PRIMARY FIRE: Fires a metal slug.

ALTERNATE FIRE: Engages the scope and allows you to see enemies through walls

PRECISION RIFLE

MK/SG-1 DEFENDER
PRECISION RIFLE



DESCRIPTION: A favorite of mercenary grunts, this rifle fires a single explosive round with precision accuracy.

AMMO/CLIP SIZE: 5.65mm explosive ammo/20 rounds

RANGE: Long

PRIMARY FIRE: Semi-automatic

ALTERNATE FIRE: Activates/deactivates the scope, hold down for zoom

HEAVY MACHINE GUN

JF66-HMG/BF HEAVY SUPPRESSION MACHINE GUN



DESCRIPTION: A terribly inaccurate, but fast firing weapon. Holds tons of ammo and best used when raw firepower and maximum suppression is required.

AMMO/CLIP SIZE: 7.62 mm caliber/belt-fed, typically 99 rounds

RANGE: Long

PRIMARY FIRE: Full auto

ALTERNATE FIRE: Slower firing rate but significantly more accurate

FUSION ROCKET LAUNCHER

F-1TL ROCKET LAUNCHER



DESCRIPTION: Huge shoulder-mounted weapon that fires a single powerful shell capable of massive amounts of damage.

AMMO/CLIP SIZE: Single shell

RANGE: Long

PRIMARY FIRE: Fire a single large shell and has a long reload after each shot

ALTERNATE FIRE: N/A

GAMEPLAY BASICS

In *Red Faction*, the rebellion counts on you to handle the big problems. Your tasks include destroying a geothermal plant, kidnapping Deputy Administrator Gryphon, sabotaging the defense systems, and sending a distress call back to Earth. To accomplish all this you, as Parker, have to stay alive. The walkthrough section gives specific strategies for beating each level, but this section provides general tips and strategies for the whole game.



In *Red Faction* it's either you...



...or them. From level to level, these basic strategies help keep you alive.

The default control scheme in *Red Faction* is a pretty good one, but if it's not to your liking don't fight it. Go to the Options menu and remap the controls to better suit your style. Keeping Parker alive can come down to a matter of seconds, so make sure you're not fighting the controls.

TRAINING MODE

Before you jump feet first into *Red Faction*, try out the Training Mode. Here, you play as Parker after he's been approached to join the Red Faction. Before you're allowed to join, you're required to pass a training course. Follow Orion's instructions as he guides you through the course. You aren't able to advance to the next area until you complete the current one.



Learn how to fire a sentry gun in Training Mode.



Learn how to jump in Training Mode.



Also learn how to use the sniper rifle.

HEAD SHOTS

In *Red Faction*, when you hit an enemy the damage goes directly against your foe's hit point total (or armor if any is left), except for the head. Head shots are always deadly to your enemies.



Head shots always kill. Line up your target with the sniper or precision rifle.

MOVEMENT

It's a lot harder to hit a moving target than a stationary one, so keep moving. Standing around allows the enemy to get a bead on you, and you'll be history.

Another good reason to keep moving is the rail driver. Later on in the game, the tougher mercenaries are equipped with better weapons such as the rail driver. It doesn't matter what difficulty level you're playing or how much armor and health you have—a hit from the rail driver is always fatal.



Movement is your best ally. It keeps the enemy from getting off a clean shot against you.



Keep moving. If you get hit by a rail driver blast (the blue trail in the screen shot), you die.

STEALTH

Keep your finger on the trigger, but don't always press it. There are several spots in the game where stealth is a great asset. The best stealth tactic is to use the silencer feature on the handgun. It will help you take guards out without attracting too much attention. You can also pick up the body and move it out of sight. Also, keep your weapon holstered at all times to avoid suspicion.



If you need to move a body, walk up to it...



...and carry it someplace where you can drop it.

Several of the levels feature security cameras that scan the corridors looking for you and the other members of Red Faction. If you pause for too long in front of one, the security guards monitoring them will notice your face and sound the alarm. When the alarm sounds, the guards will come running.

STRAFING

Learn how to strafe. Charging straight at your enemy is not a good idea—you present too easy of a target. Strafing provides a harder target for the enemy to hit and allows you to do maximum damage.

This technique also works well when entering new rooms. The enemy might be standing just to the right or left of a doorway, so walk into the room while strafing (going into the room but facing left or right). This allows you to put your weapon on target right away.



Move to the left while keeping your weapon aimed at the target.

STRAFING CONTINUED



Sometimes the best way to enter a room is sideways. Here on Level II, there are guards around the corner. Strafe left and the guards won't know what hit them.



RELOADING

One of the worst things that can happen is to run out of ammunition with an enemy right in front of you. Whenever you have a chance, reload your weapon. If you have to reload when there are enemies about, look for some cover or move to try and avoid getting hit.

INCOMING FIRE

The Ultor guards shoot back—imagine that. When you get hit, a red arrow appears on the Heads Up Display (HUD) indicating the direction from which you got hit. This lets you know when guards are sneaking up behind you or are stationed to either side of you. Make sure you deal with the guards that are currently hitting you—they've already found the range and will continue to pour it on.



Red arrows appear on your HUD when you get hit. This will help you locate the enemy that has targeted you. When you are in the submarine, these arrows will be blue.



Look at the lower left-hand corner of the rocket launcher. See the purple silhouette of the human figure? There's someone up above.



Yes, there's a target up there. The rocket launcher can help you see around corners or through doors in some cases.

ROCKET LAUNCHER

Besides being a very cool weapon, the rocket launcher has a fringe benefit. Look at the lower left-hand side of the gun, just above the trigger. See that display? It's an infrared scanner that can pick up the body heat of your enemies. Use it to "look" around corners.

Be careful when you fire any of the "explosive" weapons such as the rocket launcher, the fusion rocket launcher, the remote charge, or grenades. These weapons deliver an explosive blast that does damage to the surrounding area. If you're too close to the point of impact, you'll end up causing damage to yourself.

You also have to be careful with these weapons because of the Geo Mod engine. Your blasts can deform the world. There are several spots where you can wind up blowing up an overhead walkway—and without the walkway you won't be able to reach certain parts of the level.

BE A SNIPER

Other great weapons are the sniper rifle and its cousin the precision rifle. These weapons allow you to zoom in. Use the zoom to see off into the distance down long corridors. This way you can spot enemies before they see you.

Be careful when you use the flame thrower. Eventually your target will burst into flames and start running around screaming. If the poor soul runs into you, you'll take damage from the flames.



Use the sniper or precision rifle to peer into the distance and to go for head shots.



Another weapon with a zoom is the rail driver. It shows a thermal image too, so you can see enemies around a corner and through multiple walls.

OVERHEAD TURRETS AND SENTRY GUNS

Watch out for overhead turrets and sentry guns. They permeate the levels, and we've indicated every one during the level walkthroughs. Their fire can be quite deadly, and you have to hit them several times to take them out. One good method for getting rid of them is firing a couple of direct shots with a sniper or precision rifle. This way you can attack one while you aren't in range of its deadly fire.

Make sure you can see everything on the screen as the levels can be quite dark (you are in a mine after all). If you're having problems seeing things, go to the Options Menu and increase the Brightness.



Be on the lookout for turrets in the ceiling. They can shoot at a deadly rate of fire. Once you've cleared out the guards, you can kill an overhead turret with repeated blasts from your rifle.



If you don't have the precision or sniper rifle, make sure you use a weapon that can deliver a high rate of fire. You need to destroy the overhead turret quickly, or risk taking a lot of damage.



There are two kinds of sentry guns. The first is a manned gun. Kill the operator and the gun will go silent. Now hop behind the gun and mow down the guards with this powerful weapon. Just watch out though, as you are standing still. The enemy has an easier target.



The other kind of sentry gun is an automated gun. You'll have to destroy the gun itself to silence its fire. Target it with the rail driver to eliminate it.

WHEN IN DOUBT, BLOW IT UP

Can't get a door to open? Then blow a hole around the wall. Place remote charges, use rockets or fusion rockets, or throw grenades to find an alternate way around.



Can't figure out how to get past a door?



Sometimes you just have to blow your way through!



You may need several charges to make a hole big enough to get through.



The newly formed doorway allows you exit from the room. When in doubt, start blowing stuff up, you'll find many new ways to get around the levels.



Another way to make a hole in the wall is to use the rocket launcher. Here in the training level, the wall is marked with a big green X. Pick up the rocket launcher (affectionately known as "Big Earl") and punch a hole in that wall.

BUTTONS

Look for buttons as you move about the levels. These buttons can appear next to doors, on consoles, and just about anywhere else. They activate elevators, open doors, or trigger other events (like turning off a generator). The buttons have a green box around them on your HUD if they can be pressed. If the button is surrounded by a red box on your HUD, then the button is inactive. You must then activate it.



Buttons can appear just about anywhere. When a button is active, it will be highlighted by a green box on your HUD.



If the button is highlighted by a red box on your HUD, it is currently inactive.

VEHICLES

Another great feature of *Red Faction* is having various vehicles to commandeer. During the game, you drive ATVs, armored personnel carriers, submarines, and other crafts.

Watch your ammo levels while piloting the many vehicles of *Red Faction*. You can't pick up any reloads, so when you're out of ammo, you're out. Also, watch the armor indicator for your vehicle (upper left corner). Once the indicator drops to zero the vehicle will be destroyed.



In *Red Faction* you get to drive vehicles like this armored personnel carrier. It can fire from its machine guns or with an explosive projectile.



The submarine allows you to navigate the underwater canyons. You can swim through these areas, but you'll run into other submarines that you'll have to deal with. Which would you rather use, your pistol or the submarine's torpedoes?



The fighter aircraft helps you run through some heavily defended areas. It features a powerful Gatling gun and a missile launcher. The missiles will automatically home in on the enemy when fired. Hitting your opponent with the Gatling gun requires you to line up the enemy under the on-screen cross hairs.



Use this ATV in two ways—either as the driver or the gunner. If you approach the vehicle from behind you take over as the gunner. If you approach the vehicle from the side or front, you take over as the driver. Put the pedal to the metal when driving as you can run over the Ultor security guards.



See this driller? You'll find it on the first level. Hop on in and start heading through the level. It doesn't have any offensive firepower, but it has a large amount of protective armor. You can switch views by using the alternate fire button.



STAYING ALIVE



The two things that help keep you alive in Red Faction are the medkit and armor pickups. They are scattered throughout the levels, so pay attention to the level maps for their location. Also, bad guys often drop them when they die. Since Red Faction allows you freedom of movement, don't be afraid to go back to an earlier portion of a level (or another level entirely) for these vital commodities.

Another good way to stay alive is to find a medic. These doctors are bound to help both the miners and the guards.

PAY ATTENTION TO THE MESSAGES

From time to time, you receive messages from Hendrix, Orion, Eos, and others. Pay attention to them, they are in the game for a reason. They provide you with useful information, such as warnings that the guards have been replaced by mercenaries, or new paths to follow when the original has been closed off. If you miss a message, or want it repeated, bring up the message menu. The game pauses while you review your message log.



Watch the top of the screen for messages from people like Hendrix, Eos, and Orion. They give you useful tips and hints while you are trying to stay alive.



If you forget a message, or just want to look back at an older one, bring up the message menu by hitting the Use button.



SAVE EARLY, SAVE OFTEN

When you die in *Red Faction*, the game allows you to go back to your previously loaded save game file. You can either start there or all the way back at the beginning of the game. It doesn't matter if you've made it to a new level (indicated by a "Loading" screen) since the last time you saved your game—when you die you return to location of your last save. So make sure you save often.



LEVEL ONE

THE MINES OF ULTOR



LEVEL 1 STAGE 1

LEGEND

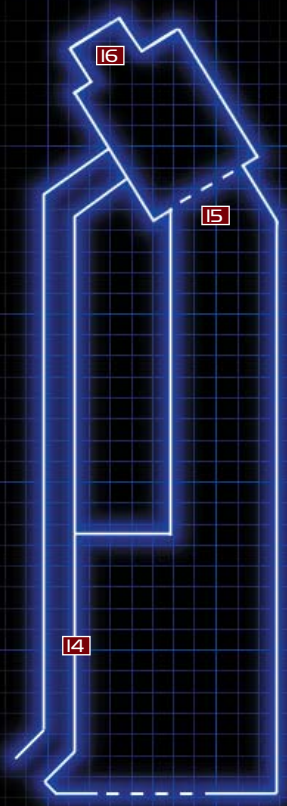
- ★ Start
- x Place Remote Charge
- M Medkit
- A Armor
- Door

LEGEND

- M Medkit
- A Armor
- Door



LEVEL 1
STAGE 2



LEVEL 1
STAGE 3

1 Walk from your starting location to this doorway. Your friend gets attacked by the guard—don't worry, there's nothing you can do to stop it. Pick up the control baton and move fast. The guards will be on you in a heartbeat, and you've got to pickup better weapons quickly.



5 This room holds another group of remote charges and another wall to blow a hole in.



2 Run up and stun this guard. He's carrying a 12mm pistol that will do you quite nicely. From here, you can head to the left or right to advance through the level.



6 Follow the signs to the guard station. The guard station leads you to the next sector of the level.

3 If you need a break, head up the tunnel (blocked by the sawhorses). A fellow miner is beating up a guard.



7 Guards patrol this corridor. Be prepared to take them out from a distance.



4 Take the remote charges you found in this room and place one on the crosshairs to learn how to blow holes in the walls. Be prepared to switch to the 12mm pistol quickly, because guards wait on the other side of the wall.



8 This door marks the entrance to the next sector of the first level.

Be careful in the early going. You don't have much ammo—and not much armor either. Conserve your shots and move as fast as you can to avoid enemy fire.

Red Faction is filled with great levels. These early ones are below the surface of Mars down in the mines. The curved corridors can throw you for a loop, so watch the signs that lead you toward the guard station or the mines—they make great reference points.



9 Rocket fire from the guards on the other side of this bridge will destroy it. Fire across the opening to kill the guards...

...then head down, swim across, and climb back up.



...so you have to go through the doors on the left.

13 Once on the other side, take the small doorway on the left.



10 Once you are in the second sector of level I, follow the signs to the ore-processing center to reach the third sector.



14 Be very quiet as you walk along this catwalk. While you might be tempted to throw a remote charge or a grenade toward the guards, the armored personnel carrier will tear you up if you fire at it. That is unless you destroy the entire bridge and send it into the abyss.

Stealth is your friend. You don't always want to go in with guns blazing. Sneak around and use the silencer on your 12mm pistol to avoid the wrath of the guards.

11 This intersection is tricky. Many guards, some on platforms, patrol this area. Go up the platforms to find needed supplies. If you search to the left, you see an elevator that leads to a conveyor. If you ride the conveyor, you eventually end up at the driller—the first vehicle you can operate. Climb in and drive down the corridors. It has no weapons, but it has a lot of armor to protect you.



15 Make sure you don't go down this corridor. You could wind up in a world of hurt fighting this armored personnel carrier.



12 This is the main guard station. If you are driving the driller, you can ram the electrified fence and short it out. Otherwise, you won't be able to pass through it...

16 Rather, take the elevator by pressing this button. It leads you up out of Mine M4 and into the next level.



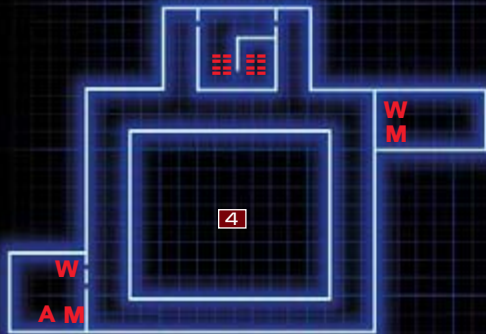
LEVEL TWO

THE BARRACKS

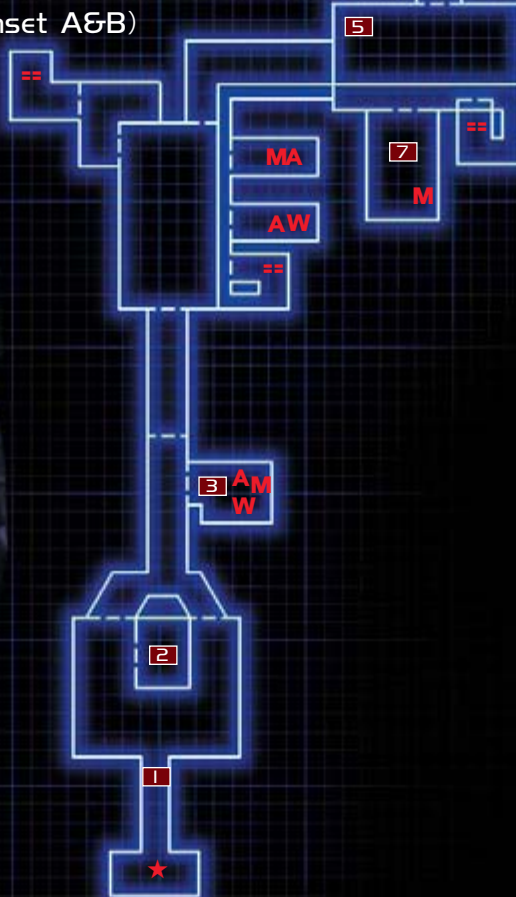
(Inset A)
Level 2 of Stairwell



(Inset B)
Level 3 of Stairwell



(to inset A&B)



LEVEL 2
STAGE 1

LEGEND

- ★ Start
- W Weapons&Ammo
- M Medkit
- A Armor
- == Stairs
- Door





1 Jog up the corridor to this point. Miners are being attacked by security guards.



5 Watch out for this automated turret. It takes a while for it to notice you as you approach from above. Throw a remote charge down to destroy it. You'll see several of these throughout the game. Don't be afraid to take control of them.

2 Once you dispose of the Ultor guards, press this button to open the doorway to the next area.



From time to time you see other miners being attacked by security guards. Don't bother trying to save them, because you can't most of the time. But they do serve a purpose—they draw the guards' fire for a moment to allow you to get in a good position.



6 In the emergency room, Loftus tells you to get to the docking bay quickly—a shuttle is leaving soon.

7 Free this miner. He leads you to the cafeteria.



3 The barracks to the right are loaded with goodies: ammo, armor, and medkits. Go up the stairs by the airlock to find even more barracks and swag.



4 Take the stairs up to the third level. Here you'll find the guard barracks. Use the turret to mow them down. You'll find weapons, armor and medkits in the actual sleeping quarters.



8 Fight your way through the cafeteria to this point. Climb through the air ducts to the docking bay. Halfway through the duct you hit the load point for the next portion of level 2.

9 Fight your way down this corridor, which is littered with bodies of dead miners. They also must have tried to reach the shuttle.



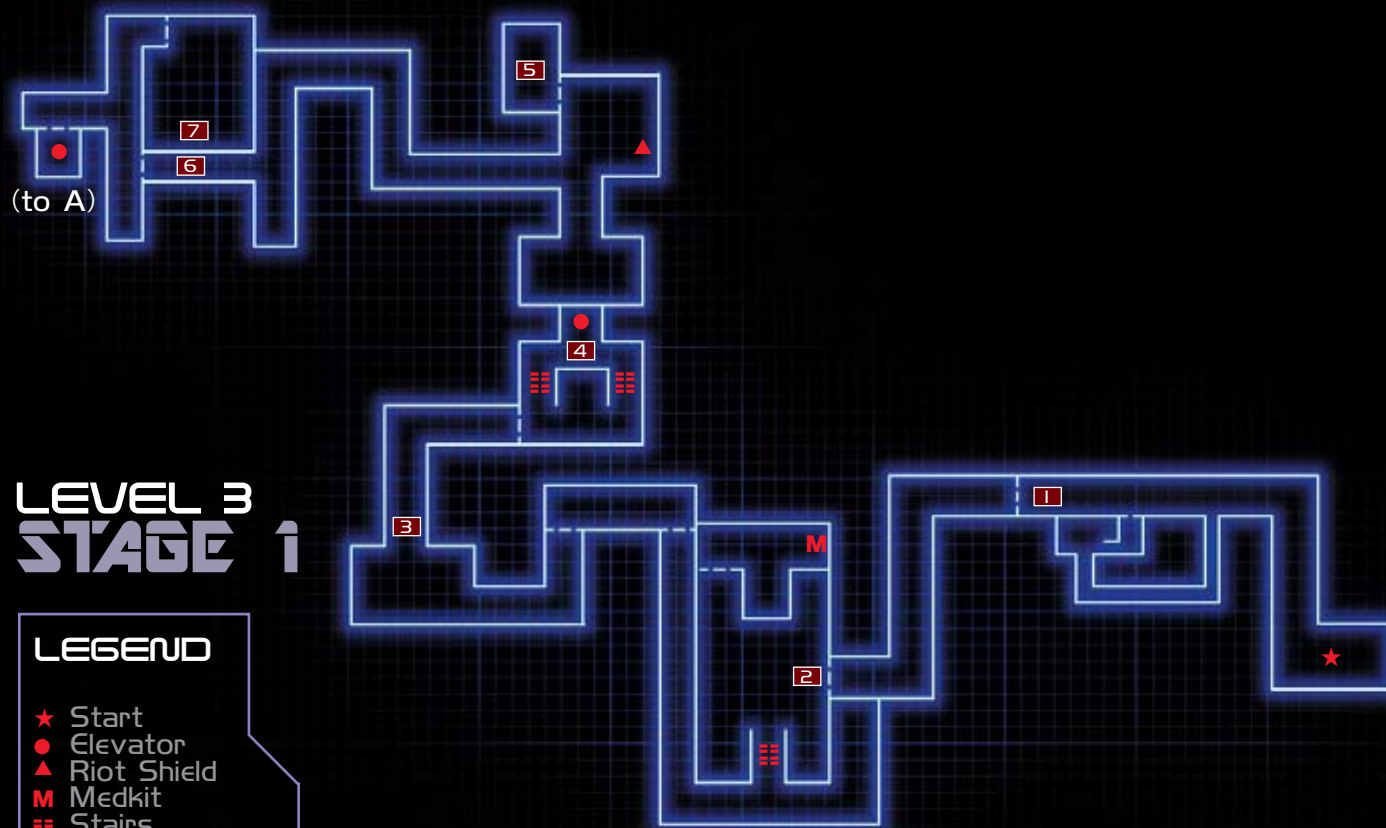
10 Battle up the elevator. The ladder is broken about halfway up. You have to jump down to a ledge then cross over into another shaft that leads farther up.



Level 2 is much shorter than level 1. It ends when you reach the top of the elevator. Walk down the hall to advance.

LEVEL THREE

GET TO THE SHUTTLE!



LEVEL 3 STAGE 1

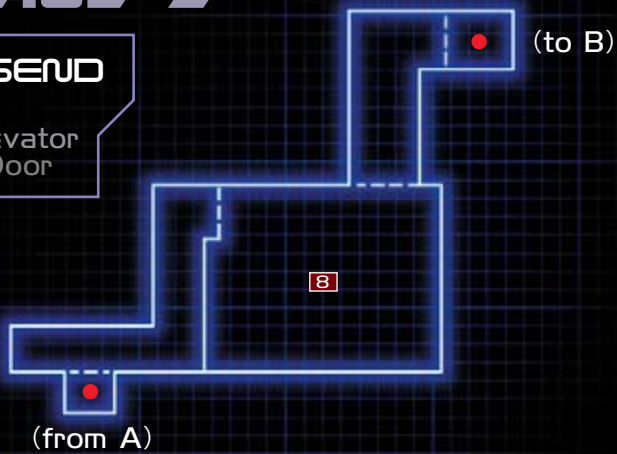
LEGEND

- ★ Start
- Elevator
- ▲ Riot Shield
- M Medkit
- == Stairs
- Door

LEVEL 3 STAGE 2

LEGEND

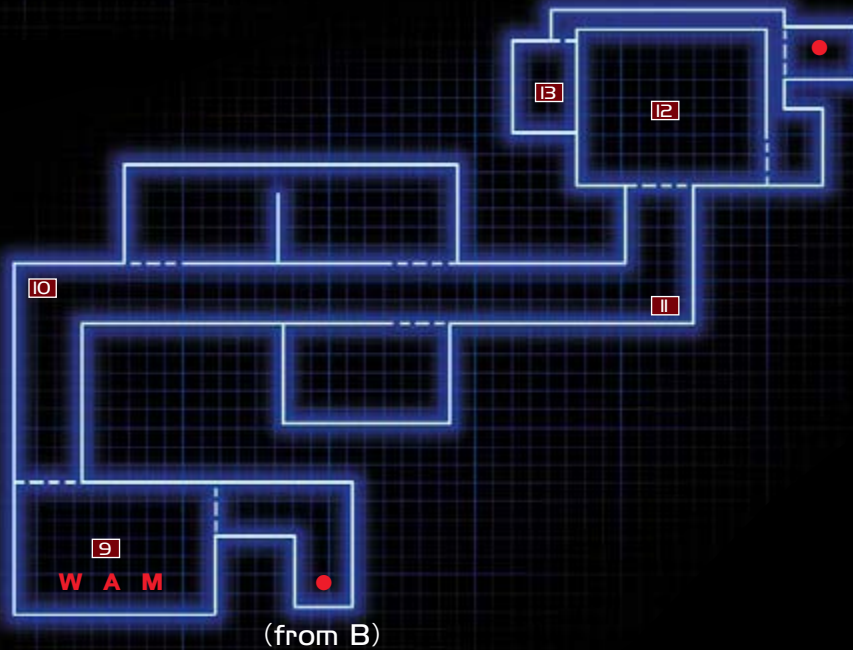
- Elevator
- Door



LEVEL 3 STAGE 3

LEGEND

- Elevator
- M Medkit
- W Weapons & Ammo
- A Armor
- Door



1 The first task in level 3 is to get past this door in one of several ways.



The first way is through this door; follow the ladder up into the control room.

GET TO THE SHUTTLE!



The second way into the control room is to shoot out this grate near the floor before the door. Climb the air ducts and drop in on the guards.

Once you deal with the guards, press this button to open the door.



The third way past the door is to blow your way around it (if you have enough remote charges). Once past the door, look at the floor. You see a grate that you can blow—there is a monitoring room down there loaded with goodies and a couple of techs.

Red Faction's game engine allows you to alter and destroy the environment. But be careful—sometimes that's not a good thing. There are several places where you can blow up overhead walkways that you need later.



2 The next spot in level 3 is the registration area. The guards flank you from all sides. If you have a remote charge left, throw one in first as a distraction. Then move quickly up the stairs.



3 Watch out for this turret at the end of the hall. The rocket launcher will do the trick. Geo-mod the grate in the floor behind the turret to take a shortcut.

4 Make your way to the elevator (under the sign "Docking Bay East"). Press the green buttons to open and close the doors.



5 This door conceals a doctor.

He'll heal you if you are wounded. Look for them throughout the game.



6 Race down this corridor. Hendrix tells you that the shuttle will be leaving any minute! Don't worry, though, you won't make it.



9 You've reached Docking Bay 4. On the shuttle you'll find more goodies: ammo, medkits, and armor.



The shuttle escapes the mining complex and races for space...



10 Be careful when you walk around this corner because there's a turret mounted to the ceiling. You can duck into the rooms to the left or right and use the crawlway instead of fighting your way down this hallway.



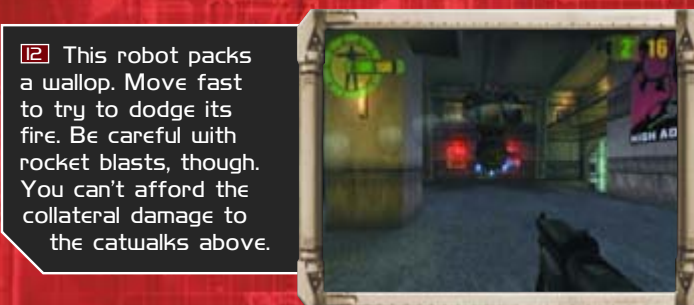
...only to be shot down, so it's a good thing you missed it.



11 And there's another around this corner. They must be guarding something important. A hidden vent crosses above the corridor between the rooms on either side.



7 Go to the control room and press this button to advance.



12 This robot packs a wallop. Move fast to try to dodge its fire. Be careful with rocket blasts, though. You can't afford the collateral damage to the catwalks above.

8 Once you've got the docking bay doors closed, you can ride the elevator down here. Fight your way through the docking bay over to the elevator that leads to the next section.



13 Use the catwalks to get to this security station. Press the button to open the lower door to the next level.

GET TO THE SHUTTLE!

LEVEL FOUR

IN SEARCH OF THE RED FACTION BASE

LEVEL 4 STAGE 1

LEGEND

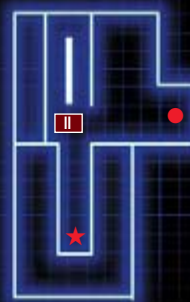
- ★ Start
- x Place Remote Charge
- W Weapons & Ammo
- H Medkit
- A Armor
- Ventilator Shaft
- Elevator
- Door



LEVEL 4 STAGE 2

LEGEND

- ★ Start
- Elevator/Lift
- A Armor





1 You start out at the elevator. Go down to reach the Red Faction base. Look for a little natural tunnel leading off the elevator shaft, to give the guards in area 2 a surprise.

Satchel charges work great for blowing up doors and opening holes in the walls. Make sure you move away from the charge before you set it off, though—the explosion can damage you.



2 After a time, the elevator stops and begins to creak. Get on the ladder because the elevator will soon drop to its doom. Take the ladder to this point and go through the doors. Also look for a tunnel leading off the elevator shaft.



5 If you jump into the water, there's a medkit to heal you.



Blast the guards on the other side of the door.



6 Follow the red lights to the door that leads out of this part of the level.



3 There is ammo and armor here.



Another great use for remote charges is delayed attacks. You can plant the charge and switch to another weapon. Then draw guards closer to the charge and set it off.



4 The door is jammed. Hendrix tells you to blast around it...so take some remote charges (or a rocket launcher) and have at the side of the door.



7 When you reach this point, you receive a communiqué from Eos. She wants your help blowing up a geothermal plant in this sector.

8 Climb this structure to the top. You'll find a corridor that you have to get to. There is a door in this room as well, if you go into it, you'll talk to a security guard who then gets shot. If you look down the grate in this room, you can see (and shoot) the guards in area II. Also, look for a small door below the ramps for an interesting encounter.



11 After dealing with the guards, press this switch and then jump to the carrier below. The jump is tricky. If you miss, you'll just have to go back up and wait.



9 Make it through the corridors to here. You have to deal with several guards around the corner.



Jump off here and crawl through the fan blades to get into the tunnel.

Climb through the tunnel to this point. You have to go through another fan blade.



10 This room contains several guards to contend with.



With the guards eliminated, walk to the end of the gangway and jump to this point.



12 Once you're in this ventilator shaft...

Then jump down the ventilator shaft to the next section of the level.



...look for the "rock crusher" shaft to access the next part of the level. You have to climb all the way to the top and then jump across the open shaft.



Save early and save often in levels with ventilator shafts like this one. If you make one false step you will fall to certain death.



13 In the rock crusher room, make your way left to gain access to the bridge.



[14] Shoot the control lever with your sniper rifle to get across this chasm. In easy difficulty mode you won't need to shoot the switch. The bridge will automatically extend and retract with time.

When you use the flame thrower, watch how much fuel you have left in the canister (the bar graph in the upper right corner of the HUD). When it's running low, use the alternate attack to throw the fuel canister to the ground. It explodes when it hits the ground, sending a fireball out to envelope anyone in the vicinity.

LEVEL FIVE

GEO THERMAL PLANT



LEVEL 5
STAGE 1

LEGEND

- ★ Start
- T Turret
- M Medkit
- A Armor
- ⊗ Tunnel Entrance
- Door

GEO THERMAL PLANT

LEVEL 5 STAGE 2

LEGEND

- A Armor
- M Medkit
- U Ladder Up
- Elevator
- Door



(Level 2)



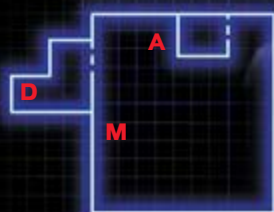
LEGEND

- U Ladder Up
- D Ladder Down
- W Weapons & Ammo
- Door

(Level 3)

LEGEND

- A Armor
- M Medkit
- D Ladder Down
- Door



1 Level 5 is the assault on the geothermal plant. This cuts off power to Ultor in this sector, allowing the Red Faction to survive. You must disable the water control, water reclamation, turbines, lava control, and main controls to shut the plant down.



2 Dug-in troops guard the corridors well. Move quickly to take these targets out. Watch out for ground gun turrets as well as turrets mounted in the ceiling. Geo-mod the vents in the floor to explore a hidden area.



3 The control room on the other side of this checkpoint has medkits.



4 Take out the turbines first. Find this valve and close it to shut operations down.



5 Then move over to the lava control room to activate this manual shutoff valve.



6 To shut down the water control room cross over and go below to this computer panel. Shutting it down does the trick.



Hendrix won't open the doors to the main control room until you've deactivated all of the other controls, so don't bother trying.

6a Your last spot before hitting the Main Control room is the Water Reclamation Room. Blow up the two pumps with either rocket blasts or remote charges.



7 Don't shoot this guy! You need him to shut down the geothermal plant.



The technician counts down—you need to press your respective buttons at the same time. Doing so shuts down the plant.



As you wander around this level, you run into many technicians. Killing them serves no specific purpose, but they often get in the way, cowering in corners as you fight it out with the guards. It's a problem if they cower in front of the button or lever you need to press to deactivate the control.

8 Go to this point to exit the plant.



The corridor on the other side of the door leads to the submarine bay.





9 You've made it to the sub bay. Now go into the control room to open the outer doors. Blast your way in with a remote charge, or if you're out of ammo, climb the girders to reach the manual release winch above the sub.

When you exit the sub, select the handgun. Remember, it's the only one that can fire underwater, and you need to shoot the guards waiting for you in the docking bay.

If you don't have any geo-mod ammo, no problem. Climb the girders until you're above the sub. See the button? That's the manual winch release. Use the button to set the sub free.



11 Up...

...or down? There isn't much upstairs, so just go down to the next part of the level.



10 When piloting the sub, follow the white lights. They lead to the research facility.

Blowing stuff up underwater gives you the pleasure of seeing the implosion once you've destroyed the enemy's hull.



12 Board this rail car, which takes you to the next part of the facility.

13 See this guard to get a suit to wear. You have to give up all your weapons, but save the silenced 12MM pistol.



Pilot the sub to the entrance of the research facility. Once you are there, Eos charges you with kidnapping Deputy Administrator Gryphon.

LEVEL SIX

ADMINISTRATIVE COMPLEX



LEVEL 6 STAGE 1

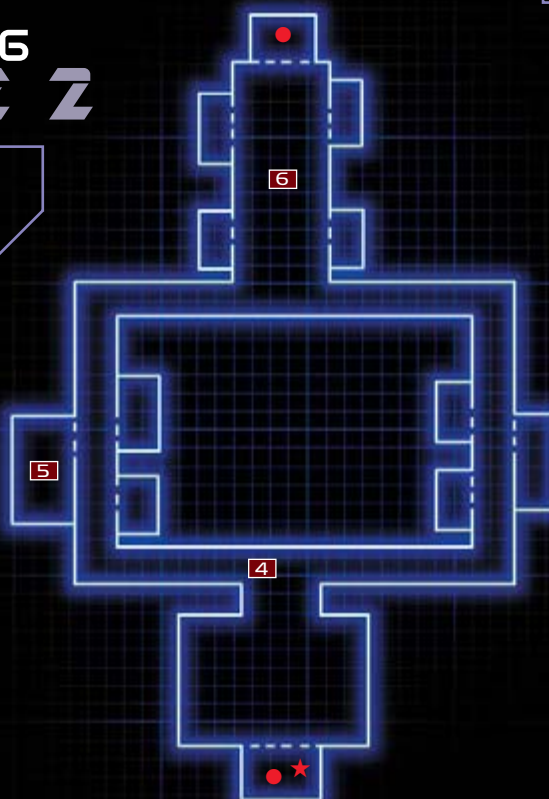
LEGEND

- ★ Start
- Elevator
- ▬ Stairs
- Door

LEVEL 6 STAGE 2

LEGEND

- ★ Start
- Elevator
- Door



ADMINISTRATIVE COMPLEX



1 Check out the poster on the wall. Parker is a wanted man already, and the revolution is barely hours old. Be careful—you have no armor up here and the place is crawling with guards. Follow Hendrix's advice: If you have to shoot someone, hide the body. Gryphon's office is on the third floor, so you have to sneak around for a while.



Don't press the buttons that say Alarm! Unless of course you want to give yourself away.



[2] Stay downstairs for now. The stairs up lead to problems.



[6] Turn left out of his office, then right, then left again to reach the elevator to the third floor.

[3] Head through this door to an office full of cubicles. Dodge in and out of them to reach the elevator at the end of the room. Remember, Hendrix has told you that Gryphon's office is on the third floor.



[7] When you reach the third floor, wait here in the corner until the guard passes. Security is even tighter on this level.



[4] Follow Hendrix's advice and take the lower-left passage.

[8] Kill the guard at this security checkpoint (zoom in for a head shot). Then pick up the body and move it away from the door. Also shoot the security camera screens, which disables the whole camera system.



[5] The directions lead you to Hendrix's office. After you meet him, head out.



[9] Make sure you go into Gryphon's office—his name is on the outside of his door. If you go to Davis's office, he will trip the alarm. Once you reach Gryphon's office, he spills the beans and tells you he wants to see Eos.



[10] Move down the ramp to the closet. You'll probably have to shoot a couple of guards.





GRYPHON

Only a few more months and then I'm out of here. I've served my time in the company hellhole and I'd better be rewarded for it. I never knew you could hate a place so much. I thought it would be rough, but I had no idea how bad it could be.

I can't believe this is happening to me. Sure, I've stepped on people on the way up, but that's what I had to do. Everyone does it. Office politics are rough and people get hurt. If you're smart and tough, you survive. If you're not, you don't. That's the way the game is played. So what have I ever done to deserve this? B-school never taught us what to do when we're totally screwed.

From Earth, the stint on Mars looked good, real good. Me as the number two guy on the whole planet. And all we had to do was keep some half-wit miners and egghead scientists in line. No problem. I was all over that deal. I signed on, packed up, and was off-planet in days.

The cruise to Mars went by fast. Ultor gave me a ton of paperwork to read on the trip. I buzzed through it at first, but I started getting uneasy. Something bothered me about the personnel reports. Most people wouldn't have noticed it, but I'm nothing if not thorough. For one thing, no one ever seemed to leave Mars. Sure, a stray exec or two managed to return to Earth, with the company's blessing, but no miners ever left. Lots of them arrived, a few hundred a month, but none ever left. And the miner population stayed about the same. Something was happening.

I was bored, so I tried to figure out what was going on. I flipped through summary reports and didn't find much. Yeah, there were the expected deaths. Mining's dangerous work, so miners die. It's the old thing about having to break some eggs to make omelets. But there just weren't enough official deaths to account for all the missing miners. You expect a miner or three to die every week, but not 40 or 50. Production reports, personnel files, interdepartmental memos—all yielded nada. I hit something in the medical

facility files, though. Dozens of miners a week landed in the medfacs, pulled off the shift lines for "illness." None of these miners ever appeared again on the shift rolls. I didn't know what that meant then, and I'm sorry I know what it means now.

When I arrived on Mars, the first thing I did was grab the Admin for a talk. Davis is a burned-out shell of an old man. Looks like someone drained the marrow from his bones and then sucked his eyeballs hollow. This place must have done that to him; Ultor never would have sent anyone in his condition out here. I hope I don't end up looking like that. I told him what I'd found in the medfac reports. He just stared at me with his soul-dead eyes and told me to leave it alone.

Well, nobody tells me to not solve a problem. I got onto the network and started digging. I didn't find anything on the mysterious illness that's been offing the miners. Nothing. I came up empty.

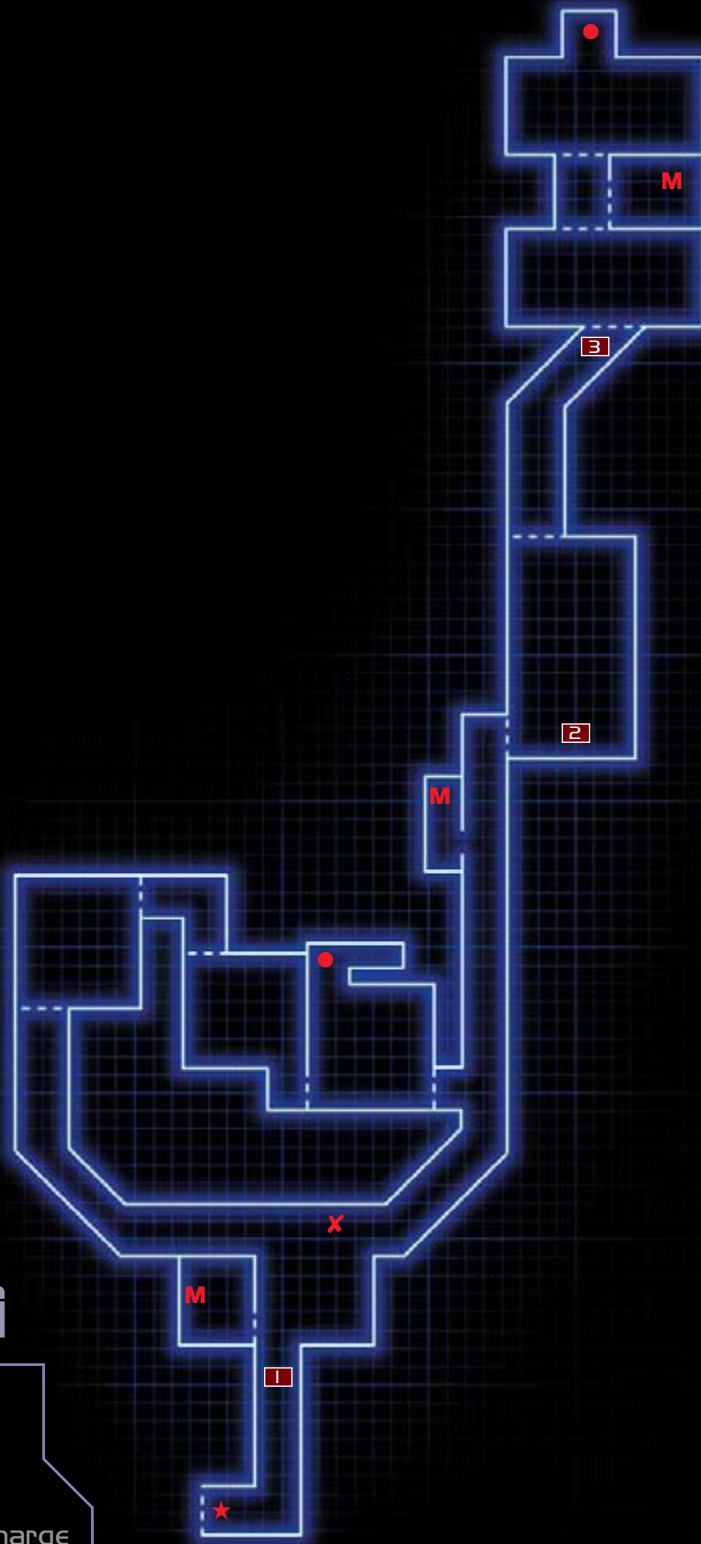
So I decided it was time to see Capek, director of Ultor's SciLabs. I took an elevator down to his offices on Level F-2. It's a different world down there. Everyone I met stared at me as if I were some kind of insect instead of the number two guy in the whole place. The corridors and offices are totally barren. No posters, no plants, no personality at all.

Capek knew I'd been digging through the files and talking to the Admin. It seemed to amuse him. He gave a grimace that was supposed to be a smile and said he'd tell me everything I wanted to know. For the next hour, as I sat in that chair and listened to him rant on, my insides slowly turned to mush.

I must have walked back to my quarters, but I have no memory of the trip. I zombied my way through the next few weeks, sure that my life was over. Nothing can keep the G-man down for long, though, and I snapped out of it. I'm going to beat this thing, somehow. I'm not going down with Capek and the rest when this all comes out.

LEVEL SEVEN

ESCORTING GRYPHON

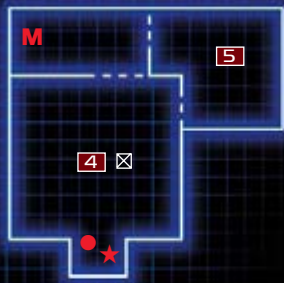


LEVEL 7
STAGE 1

LEGEND

- ★ Start
- Elevator
- M Medkit
- X Place Remote Charge
- Door

ESCORTING GRYPHON



LEVEL 7 STAGE 2

LEGEND

- ★ Start
- Elevator
- W Weapons
- ⊠ Ceiling Exit
- Door



LEVEL 7 STAGE 3

LEGEND

- ★ Start
- Door



LEVEL 7 STAGE 4

LEGEND

- ★ Start
- Elevator
- W Weapons & Ammo
- E Enviro Suit
- Door



1 Gryphon will get you through the first force field. After that it's up to you! And you *have* to keep Gryphon alive. If he gets hit in the crossfire, the game is over.

Hit this switch to open up the security control room.



Then climb the ladder to enter it. Press the two buttons that lower the remaining force fields.

The passage to the left leads to the bot repair room and this one. Guards patrol here, so be prepared to take them out.



2 This room has enemies above and below. Go down among the boxes to find the secret passage.

If you flounder long enough, Gryphon will show you where it is and open it for you.



3 The secret passage leads to this area. Gryphon attempts to wave you through, but security is onto you. They fire on Gryphon, so he ducks back in before he can get you past the door.

Fire a couple of rocket shells into the room. Turrets cover the ceiling. Once they are taken care of, get into the security room and get Gryphon to the elevator. From there go to the launching bay to pick up the third vehicle you get to pilot.



For the most part, Gryphon hangs back, and guaranteeing his safety isn't so hard. Just watch out when he's standing near you. It's just as likely that you'll hit him yourself as it is that the enemy will eliminate him.



4 The view from your new vehicle. From here you can fire a Gatling gun and missile launcher.



5 Destroy the mate to your ship quickly. You don't have to go into this room, so avoid it if you want to.



8 Once inside, you stumble upon this giant robot. Fire a few missiles to damage it. However, you won't be able to destroy it.



6 Once out of the launching bay (head straight up to exit), you follow the red marker lamps to the next facility.



Along the way you have to deal with other ships armed with similar weapons.



You can circle around the outside of the chamber to find armor and weapon stores. Be careful, though, of the tiny drones in there.



9 Lead the robot to this room while dodging the bullets it shoots at you. The riot shield helps here because you can't shoot the robot anyway.



Run up the ladder on the right-hand side to reach these two buttons. Open the incinerator door first, then turn on the fan.

This new vehicle has better maneuverability than the from earlier. The Gatling gun and missile launcher combo is also more powerful. Use the power and speed to blast through your enemies.



Conserve your ammo for the next waypoint.



The robot sinks to his doom.

7 You must clear this area of bad guys before landing. Take out the towers first (with a missile followed by Gatling gun bursts), then deal with the guys on the ground.



10 With the robot out of the way, Orion will show up to take Gryphon away. Open up the Incinerator pit and climb down the ladder. The air ducts will lead you to the medlab and Level 8.



LEVEL EIGHT

MEDIFAC

LEVEL 8 STAGE 1

LEGEND

- Elevator
- M Medkit

LEVEL 8 STAGE 2

LEGEND

- Elevator

MEDIFAC



1 You crawl through a long vent shaft from level 7 to this point, the main reception area in MediFac.



2 This corridor leads to the second area on this map.

In the small doctor's office, a lab coat hangs from the lockers. You can play cloak and dagger again, just like when you kidnapped Gryphon, but you don't have to. You will have fewer guards to deal with if you do; however, you may skip it. If you don't, you'll have give up all your ammo and weapons again.





In the labs, miners suffer in various stages of the Plague.



7 Guards crawl all over this room as well.

3 Not that it's crucial, but if you go into the bathrooms here you can see yourself in the mirror.



Before hitting the exit, you'll have to go get the key to the door. You'll find it on this desk. Unfortunately for the guy sitting behind the desk, you'll have to kill him to get it.



4 This doorway leads to the next section. The pathway up the stairs goes to more labs. There isn't much up there.



With the key in hand, you can now come back here and open the door.

5 This doorway marks a security checkpoint. Don't bother with the cloak and dagger. As soon as you open the door the gig is up.



The hallway on the door's other side leads to the elevator up to the Science Labs.



6 This security checkpoint has guards on the main level and up above. Move quickly through the room to get to the end of the level quicker. You don't have to shoot every guard.



8 When you get off the elevator you face several guards.

9 This is Capek's lab. Run over to him (on the right-hand side of the room).

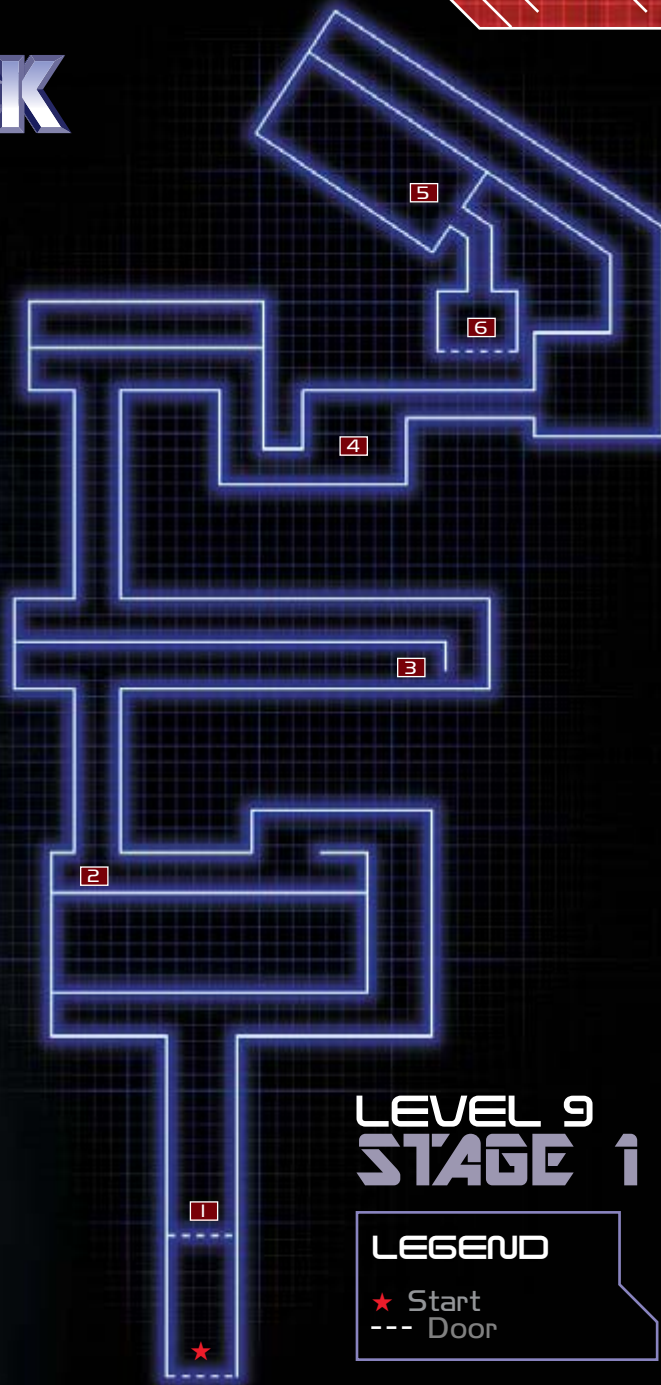




When you confront Capek, a small cutscene appears. Capek tells you of his nanotech shield (after you try to shoot him, of course) and then flees. Chase him out of the room and into the next level.

LEVEL NINE

CHASING CAPEK



LEVEL 9
STAGE 1

LEGEND

★ Start
--- Door

CHASING CAPEK

1 Continue to chase Capek after your little encounter with him last level. Watch out. Giant bugs fill these tunnels, and they can do quite a bit of damage. Hopefully you've built up a supply of fuel canisters for your flame thrower—it works rather well on these pesky bugs.



2 Skirt this cavern ledge to the next tunnel. Keep heading down tunnel after tunnel to the gate that marks the next level's entrance.

3 To reach the other side of the cavern in the pursuit of Capek, you have to swim...



...underwater. Remember, the pistol is the only weapon that fires underwater. Don't worry about running into guards, though. You'll mostly battle bugs.

4 Be careful here. The steam conceals bugs—large and small.



5 This structure guards the entrance to Capek's lair.



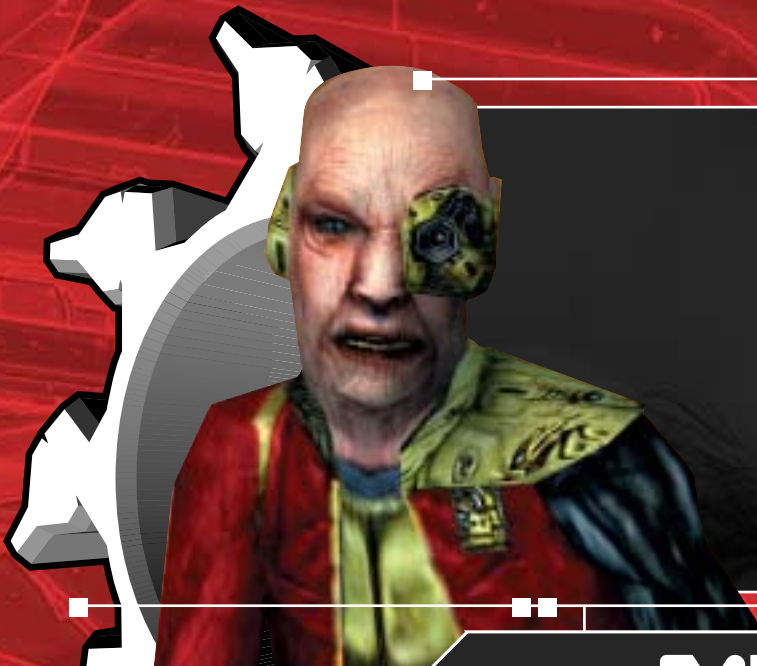
Go behind it to get in.

Once you get to this point, be on the lookout for bots that Capek has patrolling the area.



6 Get on the other side of this gate to enter Capek's "zoo."





CAPEK

Soon the day will come when I can tell of my discoveries. For they are indeed mine, no matter that Ultor supplied the equipment and subjects. Without me, Ultor would still be stumbling in the unenlightened darkness. Where all others have failed, I will succeed.

On Earth, my studies were quickly halted by shortsighted fools. But Ultor had the wisdom to appreciate the ultimate purpose of my inquiries. Here on Mars, my work has the freedom and support it needs to flourish. Though some must suffer, their sacrifices will not be in vain, for my discoveries will benefit all humanity. The end truly does justify the means.

There has been opposition even within Ultor's organization here. When I first arrived, the administrator refused to sanction the experiments necessary for my research. He soon became a subject of those experiments, involuntarily contributing a wealth of useful data. His replacement, the former deputy administrator, was much more accommodating. The new deputy administrator, Richard Gryphon, was a source of concern when he reached Mars, somewhat over a year ago. After a meeting with me, however, he quickly became one of my most ardent supporters, eliminating the need to have him join the experiments.

Progress is driven by men of vision. The world will soon realize that I am one of these. Wherever I've gone, there have always been those who would hold me back. Before Ultor invited me to lead their efforts, my work had been hampered by the cowardice of others. Everywhere I'd been—company laboratories, university research centers, government institutions—lab directors and department supervisors were constantly interfering with my work, halting investigations along lines of research that made them queasy or nervous. When Ultor invited me to continue my inquiries in their mining complex on Mars, free of oversight and restrictions, I knew that my time was approaching.

With the resources of the Ultor Corporation to support my efforts, my research is about to bear fruit. For five long years, I have sequestered myself deep beneath the surface of Mars, experimenting, analyzing, and refining my techniques. I have endured years of frustration, as subject after subject died or exhibited results outside the acceptable range. I have

dared to persevere, and I am now about to reap the rewards of my great labors. Within my grasp is the golden ring—elevation to the immortal pantheon of the giants of scientific progress. This I will not be denied.

Though many have investigated nanotechnology, all before me have fallen into unimportant sidetracks or shied away from the final revelations. No one but me has grasped its true promise. Far more interesting than its effects on our environment is its infinite potential when applied to organic systems. Here, in Ultor's isolated facilities, I have had unfettered access to the subjects necessary to gauge the effectiveness of our serums. Of all the organizations for which I've labored, only Ultor has understood the importance of this.

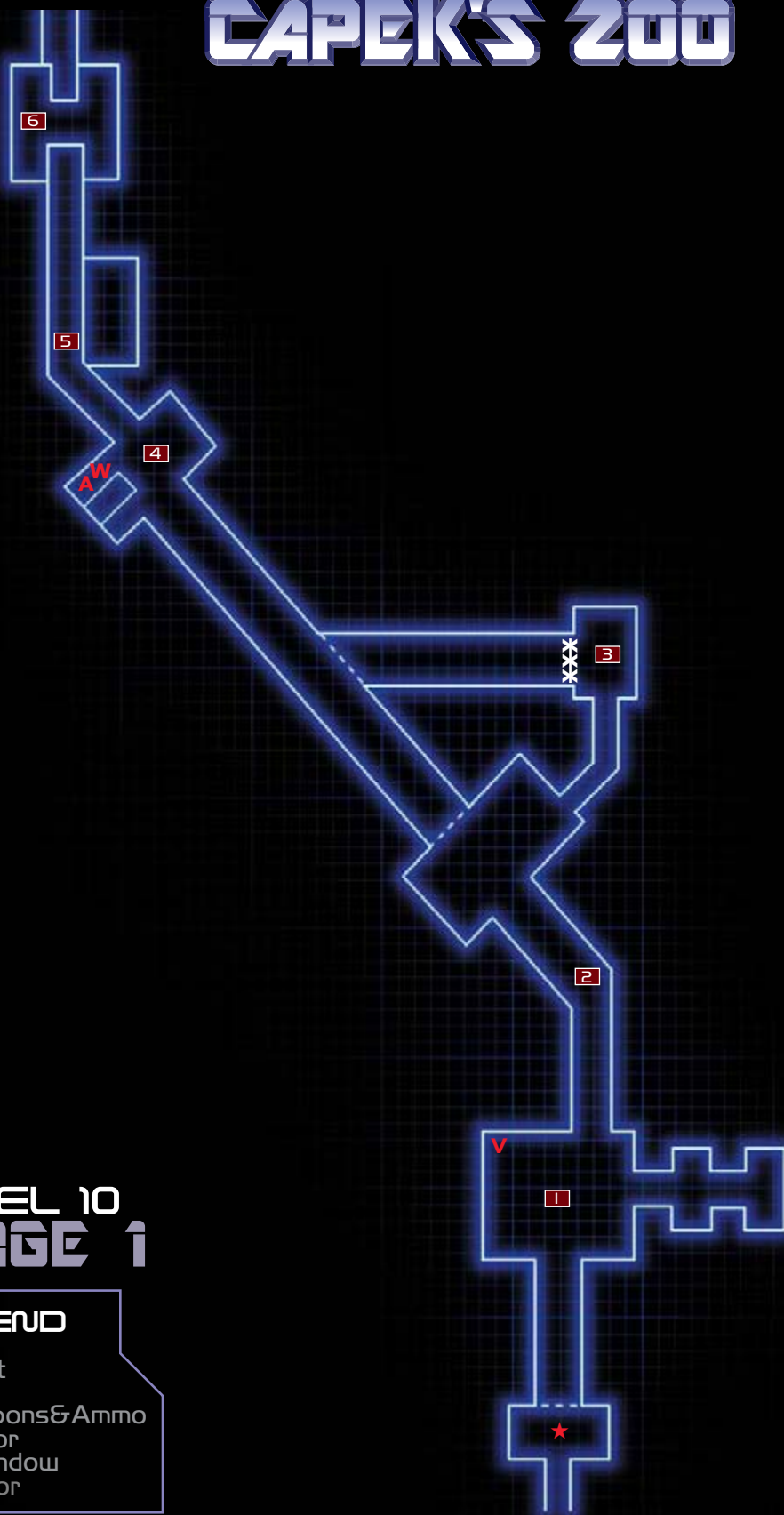
Nothing can be allowed to interfere with my progress now, so near the end. Let others panic over inconsequential matters; I shall remain focused on my great task. If the miners are agitated, that is a matter for the military to handle. If Gryphon's beetle-browed security guards cannot keep the masses in check, perhaps Colonel Masako's mercenaries can finally prove their worth. My work and equipment must be protected, no matter the cost.

I have long thought that a violent miner uprising might actually turn out to be a boon to my research. In the confusion, live, uninfected miners could be captured without arousing suspicion. These could serve as experimental subjects to be observed in closely supervised conditions while the infection runs its entire course. I'll contact Gryphon and Masako about procuring such subjects if trouble does erupt. A revolt would have another benefit: Any violence would account for the many missing miners, thus solving a problem that has been concerning weak-willed individuals within the administration.

Given the potential advantages, perhaps I should devise a plan to trigger an uprising. It shouldn't be hard to arrange it so that that Neanderthal, Masako, never knows I'm responsible. And that is a critical consideration. The mercenaries' protection of my facilities will be required once events are set in motion, so it would not do for Masako to blame me for the revolt. Yes, this bears additional thought.

L E V E L 1 0

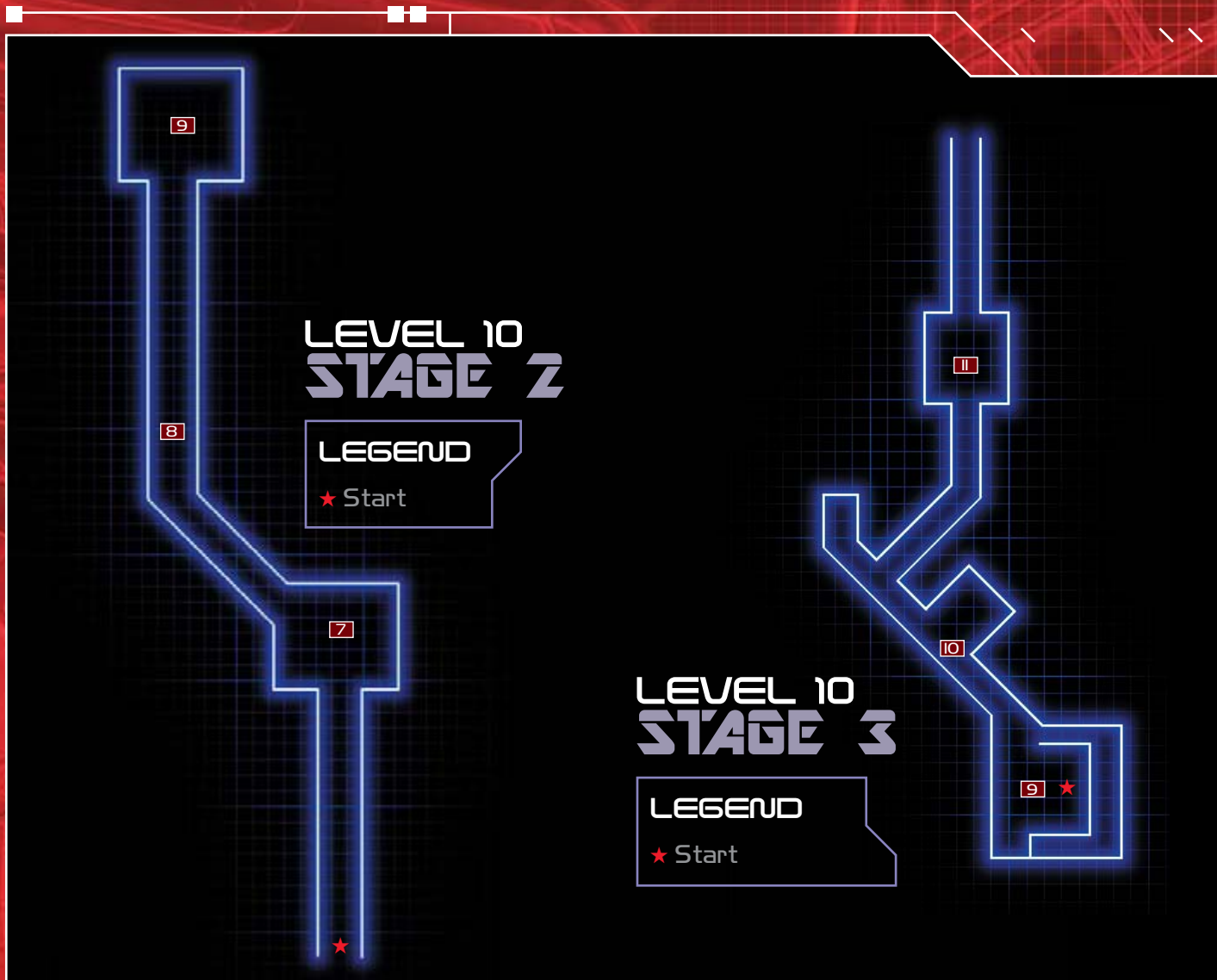
CAPEK'S ZOO



LEVEL 10 STAGE 1

LEGEND

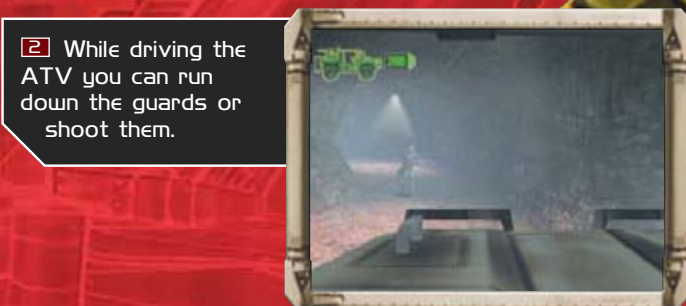
- ★ Start
- V ATV
- W Weapons & Ammo
- A Armor
- *** Window
- Door



CAPEH'S 200



1 In the first room of this level an ATV sits parked in the corner. You can drive the ATV, or hop onto the back to use the mounted turret.



2 While driving the ATV you can run down the guards or shoot them.



The corridor to the right holds nothing but pools of water. Don't drive the ATV down there; it will be difficult to turn it around.

3 You can open the gates to the first "cell." When you enter this room, Capek taunts you, telling you to look for one of your friends. The cell holds miners who have been modified by Capek's experiments. Shoot through the window to gain access.



This is one of the affected miners. If you shoot one, the group will attack you. Otherwise, they leave you alone.

4 This room contains ammo and armor to help out as you press further into Capek's lab.



5 Be careful along this corridor. A slip to the right and you fall to the bottom of the chasm and die. Guards patrol the corridor, but automatic shotgun blasts should do the trick.



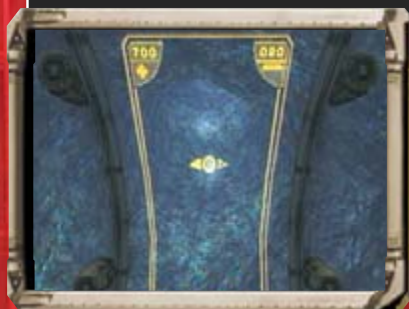
6 When you reach this point, Capek taunts you once more—wishing you a pleasant stay in his lair, although he has to depart. The missing bridge prevents further progress.

Eliminate the creature beneath the surface of the water, then jump into the water to exit the facility.



When you get underwater, follow the lights along the bottom. They lead to the next area.

7 After a long swim, you happen across another underwater creature. It guards the entrance to the submarine bay. Since you are underwater, you have to use the pistol; it takes several shots to kill the creature. Once it's dead, you can jump up into the submarine bay, which contains a couple of guards and of course a submarine. Drive the submarine farther into the underwater caverns.



Make sure you follow the correct path. You wouldn't want to explore ground you've already covered. Take the path behind you and to your right when you enter the sub.



8 You run into another submarine farther down the path, just after you get the message from Hendrix that he hacked into Capek's security.



10 When you press the button in this doorway, you hear a message from Capek. It seems he doesn't want you going down that way just yet.

Along the way, Hendrix passes on tons of information. Now that he's hacked into the system, he's uncovered Capek's plan. He's been experimenting with nanotechnology on the miners. The failed experiments kill the miners—these bizarre deaths are what everyone thinks is the Plague.

Head down this corridor. When you're about halfway down the path, Capek informs you that this is a feeding shoot.



9 This is the exit to the underwater tunnel.



11 This giant worm is what's down there. Yikes! Its green slime is deadly, so move fast. To kill the worm, first strafe left to avoid the slime, then use the rocket launcher to fire shells into its mouth. If you run out of rocket

launcher shells, use the assault rifle to finish it off. Keep in mind that you don't have to kill the worm, so your best move is to just slip around it. The exit is at the far end (of course). Pressing the switch along the right-hand wall opens a door leading to another worm creature.

9 Once out of the sub, you end up in this bay. There are several guards, one on the platform as you step out of the water and others across the water and down the corridor. Head for the corridor, guns blazing, to cut them down.



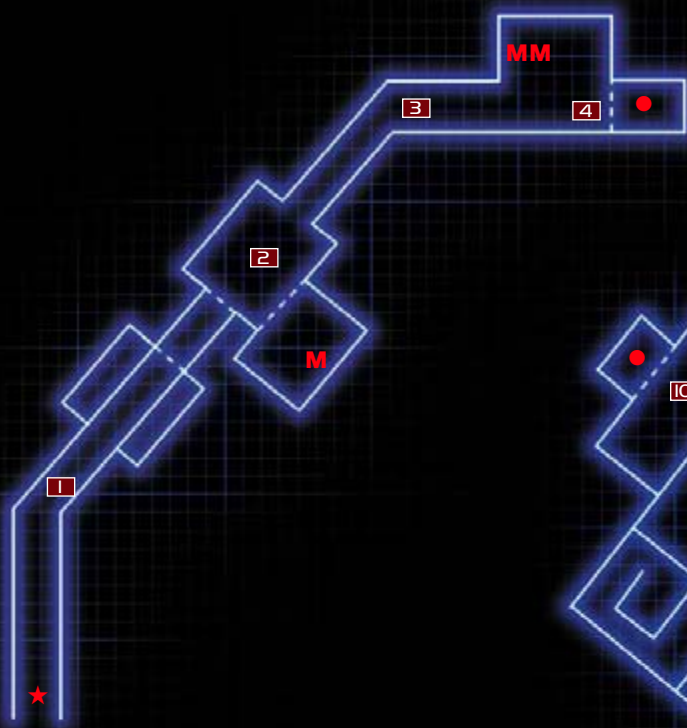
LEVEL ELEVEN

CAPEK'S INNER SANCTUM

LEVEL 11 STAGE 1

LEGEND

- ★ Start
- M Medkit
- Elevator
- Door



LEVEL 11 STAGE 2

LEGEND

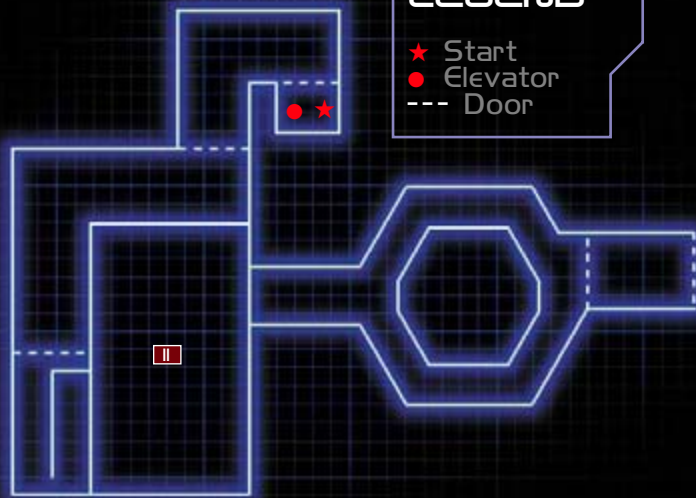
- ★ Start
- Elevator
- Door



LEVEL 11 STAGE 3

LEGEND

- ★ Start
- Elevator
- Door





1 When you reach this point, you hear guards up ahead discussing whether or not you'll show up and how bad it will be if they are the ones who allow you to pass. You should have the sniper rifle by now

or, even better, the assault rifle. If you do, let the guards have it before you come around this corner.

With the guards out of the way, cross the bridge to the airlock that leads to Capek's lab.



3 Capek loves ceiling-mounted turrets. This corridor contains two—and that's on top of all the security guards!

4 At the end of the hallway, a small equipment area holds two scientists, some equipment, and two much-needed medkits. On the other side of the doorway is this elevator. You have to hop down to it; it begins its descent as soon as the doors open.



2 Be careful when you step through the airlock doors. On the other side is a ceiling-mounted turret.

Don't descend this ladder. It leads back to level 10. Actually, if you had taken the path to the second worm mentioned in the previous section, you would have entered level 11 from this hatch.



5 Guards circle on the catwalk above this room. Be ready for them before you open the door.

6 Once you get into this room, Capek taunts you yet again, suggesting that the poor souls in these cells might have been friends of yours in the mines. Then he unlocks the cell doors, and these mutants are quite unhappy. Unfortunately, you have to kill them.



7 Stairs from this room lead to the catwalks that patrol the cells.



8 This is another, larger cell complex. If you enter it from the catwalk, you can open the cells via the control panel on the right.

If you enter from below, you have to slay a few rather ugly bugs. The benefit to approaching from below is that you run into one of Capek's scientists, who tells you that Capek is in the central research lab and that his nanotech shield is impenetrable.



9 Many guards patrol this area, some on the ground...



...and some overhead. Eliminate them all.



10 The elevator to the lab's next level is here. Two guards wait on the other side of the door when you enter this room, so be ready for them.

11 The elevator stops at Capek's inner sanctum. Conserve your health and your armor as you approach this area. Take your time dealing with the guards, because you need everything for your fight with Capek. He floats in the center of the room after all of the guards have been killed. Don't bother shooting rockets at him; his nanotech shield gives him immunity from the blast. Just use normal guns to kill him. As you fight, move quickly—his energy blasts do a lot of damage. When he's almost dead, he stops floating and stands at the top of the ramp. Rush up and finish him off.



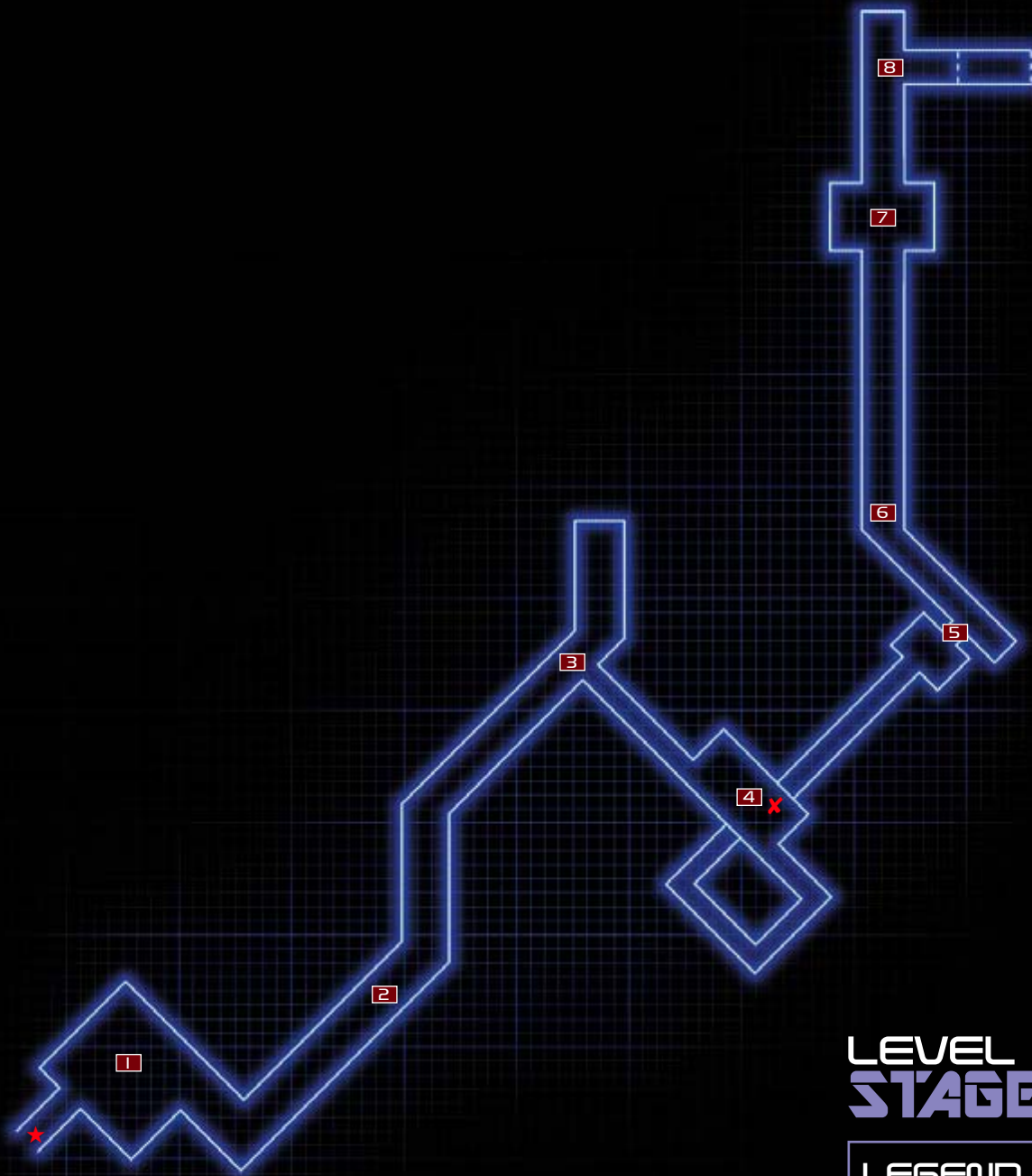
After you defeat Capek this cutscene plays. Eos implores you to leave the way she came and to get the word out about the cure.

Find your way up the ramp and into the mine corridor Eos came in through. An airlock on the other side leads to level 12.



LEVEL TWELVE

A CANYON RIDE TO THE COMM CENTER



LEVEL 12
STAGE 1

LEGEND

- ★ Start
- ✕ Satchel Charge

A CANYON RIDE TO THE COMM CENTER

1 After exiting Capek's lab, you come out into this clearing and meet up with another miner. He has instructions to give you a disk and offer you a ride.



Hop on the back of the ATV to man the rear gun so you can take out the guards.

2 These pesky ships strafe you as you travel farther up the canyon. Take them out!



3 These rocks are near the end of the line. A lot of guards wait at this bend in the canyon.



Look behind the boulders for the next section of level I2.



4 See the vent cover along the top of the screen? That's where you need to end up.



You have to swim to get there.

Once out of the water, be prepared for more annoying bugs.



Finally, you are next to the vent shaft. Place a satchel charge to get over to it. You can also slide up next to the grate covering the vent and press

Use to open it. Then a daring hop out onto the open grate gets you into the tunnel behind.

5 Race through the vent shaft, then climb the ladder to this point. Follow the lights.



6 To get across the canyon, ride this tram. Guards wait for you on the other side. If you have the sniper rifle or the precision rifle, use the scope and try to pick them off before you get there.



7 Once across, exit the tram and deal with any guards you couldn't hit with your rifles.



8 Head to this door—after all, it's the only way to go.

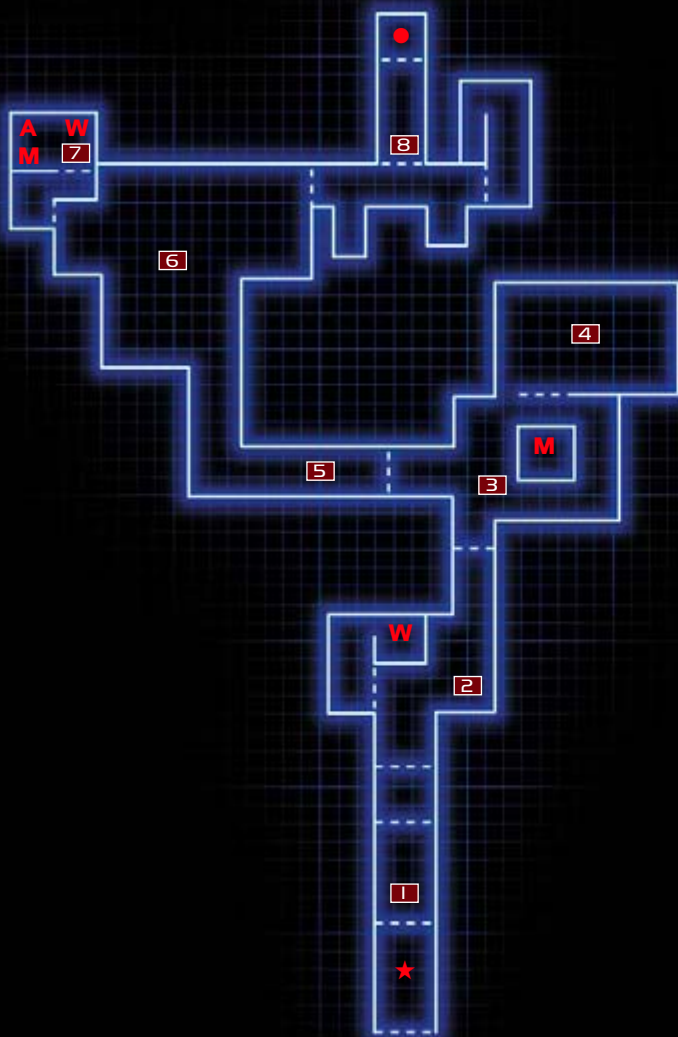


You have to make it to the comm center so you can call in the fleet. Then you need to deactivate the laser defense grid Ultor has set up. Head through the airlock and into level I3. There is plenty more work to be done.



LEVEL THIRTEEN

THE COMM CENTER



LEVEL 13 STAGE 1

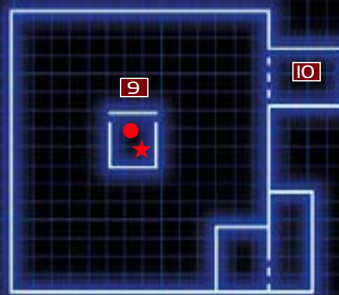
LEGEND

- ★ Start
- Elevator
- W Weapons & Ammo
- M Medkit
- A Armor
- Door

LEVEL 13 STAGE 2

LEGEND

- ★ Start
- Elevator
- Door



1 After exiting the airlock, proceed to the elevator. While you're riding the elevator, Hendrix informs you that you need to get to a console at the top of the comm center.



4 This is the generator room. You won't find anything in here.



Find the elevator to the upper levels. Don't worry, you haven't found it yet. This elevator is just the beginning.



5 The guards in this corridor are dug in behind two sandbag emplacements. Lob grenades at them.

2 This room is a hornet's nest of guards.



Want to see around corners? If you acquire the fusion rocket launcher, check out its infra-red. It shows the thermal image of your surroundings. You can see bad guys through the walls.



Once you've dealt with them, take the door on the left to get more ammunition.

6 The guards are all over the place in this room. Keep them pinned down with fire from above.



3 This room contains a large number of guards as well. Watch out for the ceiling-mounted turret (what, was Capek in charge of decorating this place?). There are adequate first aid supplies in the control center in the middle.



7 If you don't already have it, you've just found the sniper rifle. This room also has tons of ammunition, armor, and medkits.



8 Head down this corridor to find the elevator to the next level.



The first order of business is climbing the staircase. Just keep climbing as fast as you can, and leave your finger on the trigger.



On the way up, you'll see merc Aesir fighters patrolling the surface. Just hope they don't notice you.



The lockers at the top hold medkits, but be careful as you hunt around; guards are coming up the stairs. If you press the button at any of the consoles, Hendrix tells you that you need to go to the one in the middle.



9 When you reach the top of the elevator, make sure your weapon of choice is fully loaded. The place is crawling with guards—you have a slugfest on your hands.



You don't have to kill every single guard in this section. There are just too many of them and they are too well equipped. Just keep moving and get the job done.

Whenever you have a moment's rest—like during elevator rides or when you find a room with no bad guys in it—make sure you reload your weapon. You don't want to run out of bullets just as you start a new area.

Once you're at the middle console, this cutscene plays as the transmission takes place. Just be ready for action. As the message finishes transmission, the guards come bursting up the stairs. Move quickly—some of the guards are now equipped with rail drivers. You don't want to get hit by one of those—one shot and you're done.



10 The airlock to escape through is back at the bottom of the staircase and to the right of the elevator you came up on. Head there to complete the level and move on to your next mission.



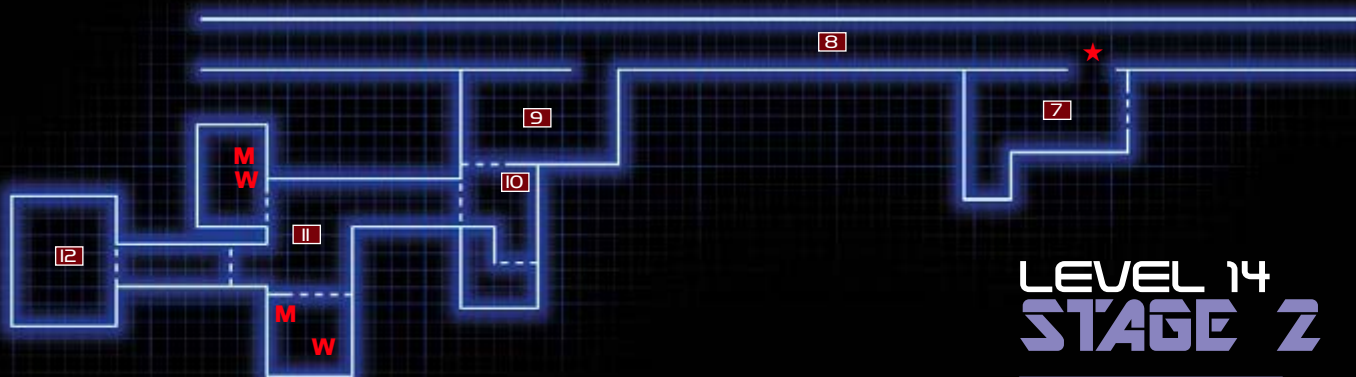
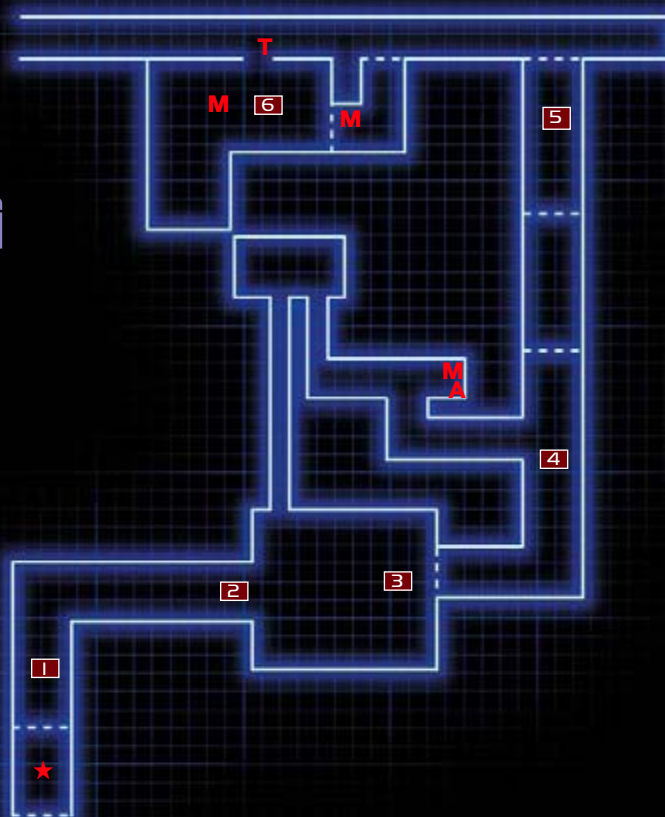
LEVEL FOURTEEN

DESTROYING THE MISSILE BATTERY

LEVEL 14 STAGE 1

LEGEND

- ★ Start
- M Medkit
- A Armor
- T Tram
- Door



LEVEL 14 STAGE 2

LEGEND

- ★ Start
- M Medkit
- W Weapons & Ammo
- Door

DESTROYING THE MISSILE BATTERY



1 The plot thickens. With the transmission accomplished, the fleet should be on its way from Earth. The only problem is that a laser defense system will melt the fleet. You have to get up to the space station to disarm it. But first

you must shut down the missile battery that could blow up your shuttle to the space station.



4 The passage to the left leads farther down to a medkit and some armor. Forward is the airlock to the next part of the level.

2 The guards on this level are well armed (rail drivers for some) and well armored. Retaliate with equal firepower.



5 Head through this door into the tram tunnel. You aren't at a stop, so don't wait for the tram to come to you. Go down the tunnel to a doorway.



3 When you reach this point, Hendrix tells you the turrets at the far end of the canyon are firing explosive rounds. Fortunately for you the gunners are slow and can only get a bead on you if you stop in one place for too long.



6 This area holds the tram, a few medkits, and a ton of security forces.



So move from rock to rock. They provide adequate cover. If you move fast enough, the turrets can't hit you.

Once you get on the tram, you find out that Eos is still alive. The antidote worked and they are synthesizing it to help cure the rest of the miners. She also implores you to get to the space station as quickly as you can to disable the laser defense system before the fleet arrives.



Don't bother firing at them. They are too well armored and it isn't worth the ammunition. Just get to the doorway underneath. It leads to the tram station.



7 The tram takes you to this station. There are more guards here and, more importantly, more fusion rocket shells! But you have to take them off the body of one of the guards. So move quickly; the guards have a lot of firepower now.



The fusion rocket launcher is a really powerful weapon, but watch out where you fire it. The blast of the shell is quite large and can damage you. Save this weapon for distant targets.

10 Head into the control room dead ahead...



...and press this button to open the door to the next passage.



11 This room offers access to a computer room (which has ammo and a medkit) and a break room (which also has some ammo and a medkit). It's time to restock your supplies.



8 After clearing out the last section, reboard the tram and ride it to the next station. Along the way, another tram comes down the parallel track with guards aboard. Kill them before you reach the next station.



9 The next tram stop is the level's next section. Once you are there, Hendrix tells you that he's overridden the computer systems to the missile bay doors. He's got them jammed shut. Now launch a missile

to blow up the works. Then you can head to the shuttle and up to the space station.

12 This is the main missile room. Walk over to the blue console (just like the one in the comm tower) and press the button.



This cutscene of Parker pressing the button plays. A computer voice says that automatic missile launch will occur in 30 seconds. Run fast to get back to the tram. Otherwise, you

go up in the explosion. As you run, be sure to kill the tech coming in to stop the launch. If he succeeds, you lose!



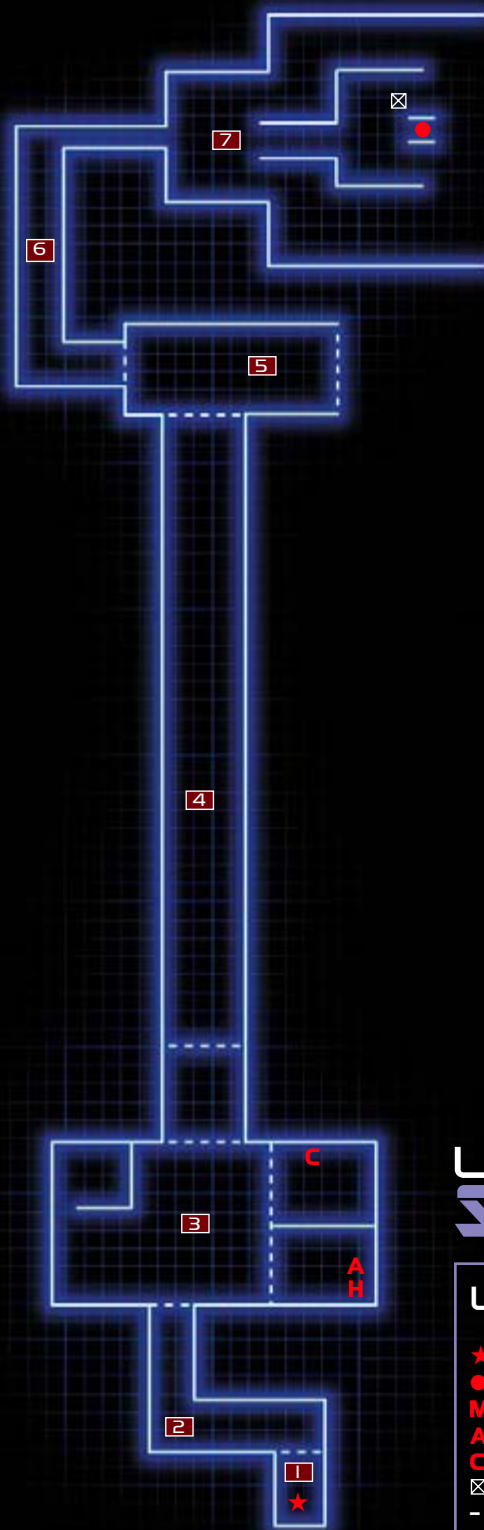
Once on the tram, you hear the computer count down the time to launch. The resulting explosion damages the tram and you black out. That's all right; you are still alive and you just made it to level 15.



At this point in the game, the security guards have pretty much all been replaced by mercenary soldiers. They are much harder to fight and are better equipped. Use weapons that put a lot of firepower on target—like the heavy machine gun. The automatic shotgun is nice, but it can't stop the mercs with one shot. And leave the rail driver alone too. Its reload time is too slow to be effective in close combat. Use it like a sniper rifle against targets in the distance or around corners.

LEVEL FIFTEEN

GETTING ON THE SHUTTLE



LEVEL 15 STAGE 1

LEGEND

- ★ Start
- Elevator
- M Medkit
- A Armor
- C APC
- X Hiding Spot
- Door



1 Time is of the essence on this level. A shuttle leaves in 10 minutes and you need to be on it. Hop out of the tram, but crouch at the same time to make it through the small window.



4 The APC packs a wallop. Use the guns and explosives to plow your way through the soldiers—running over them works, too!

2 Watch out for the turret overhead this corridor. The guards, carrying rail drivers, are also quite formidable.



5 When you reach the spaceport at the end of the canyon, you find that the leader of the mercenaries—Masako—has started sealing off the areas. Ditch the APC and head to the door on the left.



3 You have stumbled into the motor pool. As Hendrix suggests, try to find a ride to get you to the shuttle faster.



6 This leads to the baggage ramps. Take them to the shuttle in the next sector.

Head up the stairway to your left. It leads to a small office.



The office contains the button that opens the bay doors on the right-hand side of the room.

One contains a medkit and some armor. The other houses a mercenary armored personnel carrier (APC). This vehicle will get you to the shuttle quickly.



GETTING ON THE SHUTTLE



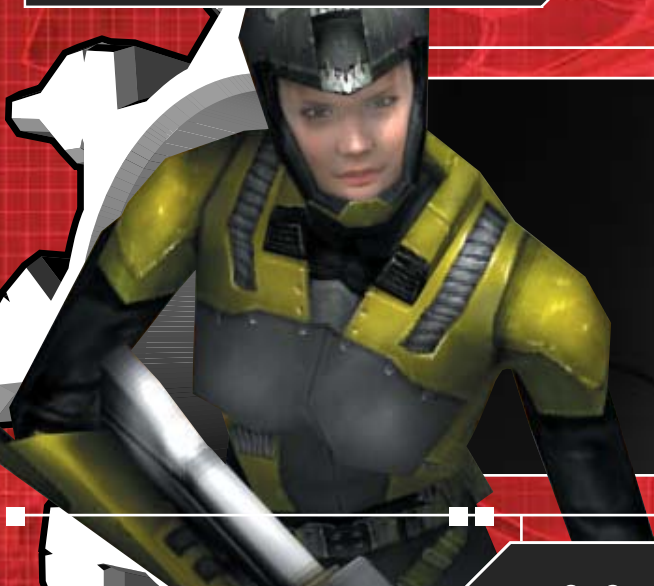
7 Once you reach the shuttle, quickly get on board. Deal with the guards inside. Once they are out of the way, take the lift up to the second level of the cargo bay and head left.



Once on the second level, you come across this cover. It leads to a place to hide during your escape.



And you are on your way to the space station.



MASAKO

This whole place is going to hell. I knew Capek was trouble the minute I laid eyes on the freaky egomaniac. But he's Ultor's golden boy and no one listens to me. This complex is going to explode and I'll have to put the pieces back together. I'm going to make sure Capek's caught in the blast.

The battalion's been in tough spots before, and we can handle this one. If things go bad, Ultor security's going to get hit first. We'll let the miners work over the security guards while we dig in. The guards should buy us enough time to bunker down around the base's vital points. Once the miners crash against us and stagger back to lick their wounds, we'll counterattack in strength. Should have them crushed in a few days.

Capek's going to die for sure. That pompous ass just won't leave me alone. Calling and storming into my quarters. "Protect my work," "Will not tolerate interruptions to my research," "Earn your pay, Masako," etc., etc. As if this whole snafu wasn't all his fault in the first place. Serves him right if we let the miners rip through his labs and trash everything he's worked on for the last five years. Then I can shoot the half-cyborg bastard and blame the miners for it. They'll all be dead anyway.

When Ultor called us to Mars three months ago, I thought the execs had panicked. Now, I don't know. It's going to get ugly down here. A rising tide just might sweep Ultor's ass right off this planet. The security guards have held it

back so far, but they won't last long when it breaks. We'll weather it, though; we always have. Those miners are tough. With the right leadership they'll flatten the guards. But they don't stand a chance against my mercs.

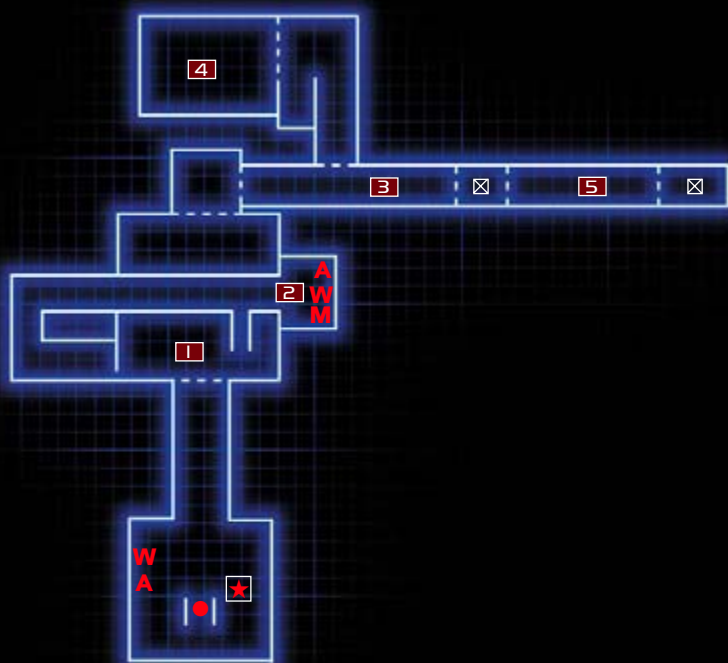
I still don't know what Capek's been doing, but he's responsible for all the missing miners, somehow. I don't know if the miners have figured it out yet, but I'm going to get it out of him before I kill him. He's the most arrogant SOB I've ever let live. Tells me I have no need to know what's going on. I'm supposed to just protect his pencil-necked eggheads from the mobs when they come around. Fat chance, implant-boy.

Staying within the chain of command does no good either. Deputy Administrator Gryphon's supposed to be Ultor's direct link to us. But he's scared about something, more scared than I've ever seen anyone outside a firefight. Don't know if it's Capek, the miners, or this whole damn mess, but he's a basket case. Every time I talk to Gryphon about Capek, he shrivels up like I dumped a bucket of ice down his shorts. He won't cross Capek and he won't pass my complaints to the Admin. I'd happily leave bootprints on Gryphon's face on my way to see the Admin, but he's even more of a jellyfish than Gryphon.

When this thing blows up, I'm not wasting my troops protecting their butts. I'm not losing a single soldier to save some egghead or Admin puffball. We're hunkering down and digging in. When we come out, everyone who's not a merc is going to die. We're getting off this rock alive, even if no one else is.

LEVEL SIXTEEN

THE ULTOR SPACE STATION



LEVEL 16 STAGE 1

LEGEND

- ★ Start
- Elevator
- M Medkit
- A Armor
- W Weapons&Ammo
- ⊠ Access Ladder
- Door

LEVEL 16 STAGE 2

LEGEND

- ⊠ Access Ladder
- Door

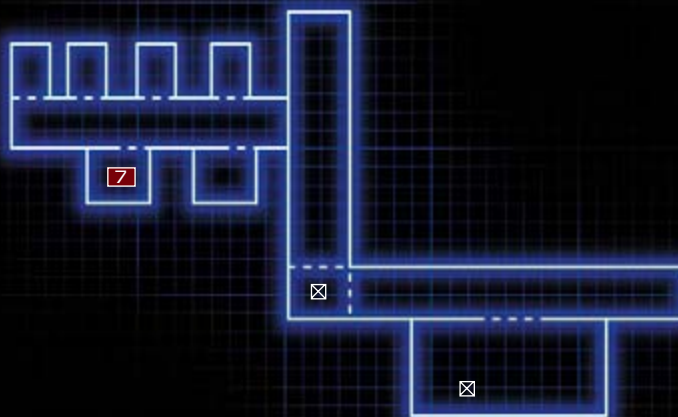


THE ULTOR SPACE STATION

LEVEL 16 STAGE 3

LEGEND

- ☒ Access Ladder
- Door



1 After emerging from your hiding spot aboard the shuttle, go down the ramp into level 16. The first room is this docking bay.



2 Walk up the ramp and blow out the glass to enter the passageway above. Then enter this small room to find more weapons and ammunition.

Before you head down the ramp, take out the civilian working in the shuttle bay, or he'll alert the guards. Also, check out the crates on your left before disembarking for tons of weapons and ammo to get you started on this level.



Watch out for security bots like this one. Although they are easy to kill, they are a nuisance on this level.

3 This is the door to the reactor room—nice of Ultor to label all of the doors. You can't do anything here yet, but it's good to look around.





4 This is the reactor itself. Once you blow up the computers and open the hatch to the escape pods, return to blow up the reactor and the station.



6 This is the computer lab. Deal with the guards first, then blow up the four computers. Repeated blasts from one of your guns will do it, but a remote charge works quicker.



5 After looking around, move to the next ladder. Hendrix tells you that up leads to the command center and down goes to the escape pods and some labs.



When the first four computers are out of the way, climb the ladder (in between the two computers on the right) and head over to the second room. Four more computers in this room need to be blown up.

At the top of the ladder you have to cross over to another to go the rest of the way up. This ladder set is blue, whereas the first set was orange. Another pesky security bot comes at you as you climb.



Go back to the ladder; notice that it continues upward. Climb to the next landing. The first door on this landing is marked imaging.



The first landing holds two doors, one marked security, the other marked computers. Head down the security corridor to find the command center.



The second door is the one you want. Head down the security corridor to find the switch that unlocks the lower levels.



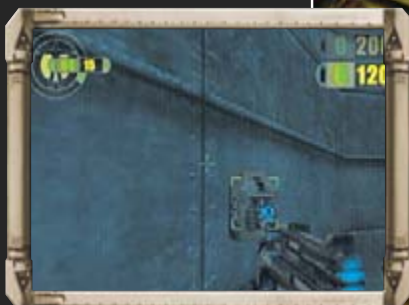
Before you set the reactor to overload, make sure that the hatch at the bottom of the first ladder is open. You only have 60 seconds to exit the facility once you

start the overload, so you won't have time to go back toward the command center to reopen it.



7 The switch to unlock the hatch to the lower levels is on the control panel in this room. When you press it, Hendrix tells you the door is open.

After you've verified that the hatch is open, go back to the fourth area on the map—the reactor room. Once there, climb the ladder on the back of the reactor. Don't slip—you will fall into the reactor coolant water, which is harmful. Go up one level and press the first switch. Then go back down and press the other. This starts the reactor overload.



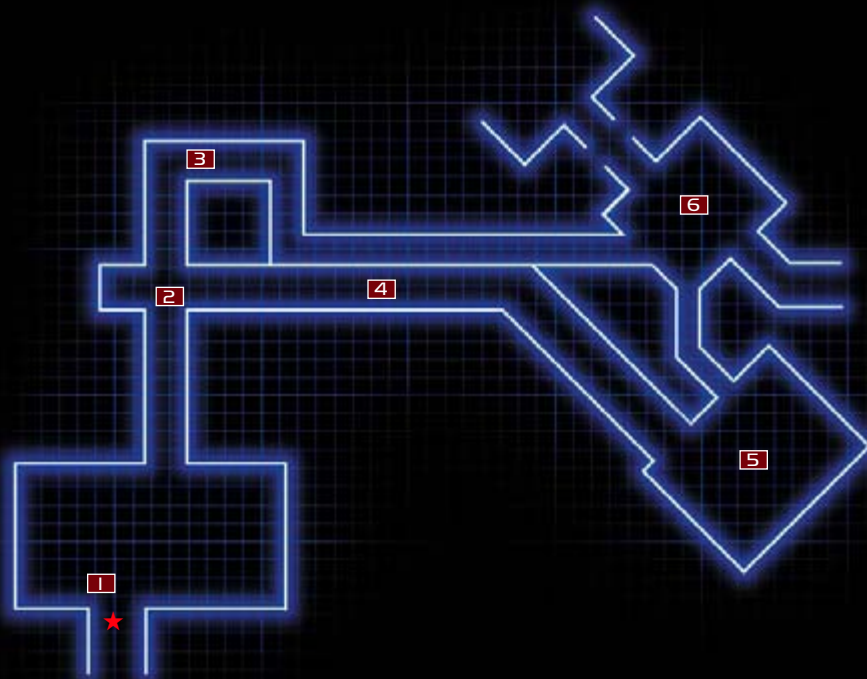
Now, make a beeline to the escape pods because...

...the place is going to blow.



LEVEL SEVENTEEN

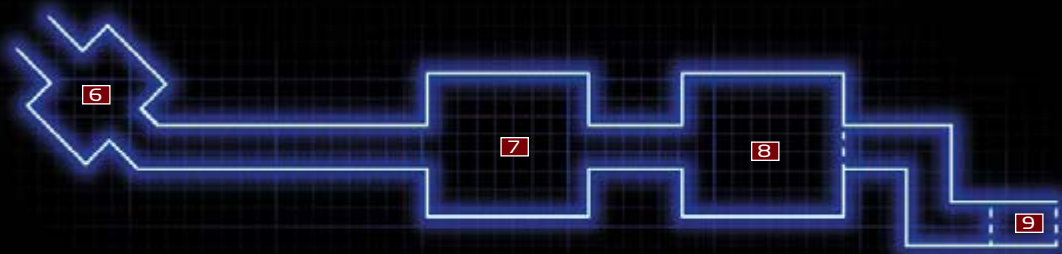
THE MERCENARY BASE



LEVEL 17
STAGE 1

LEGEND

★ Start



LEVEL 17
STAGE 2

THE MERCENARY BASE



1 The escape pod crashes on the surface of Mars; the impact knocks you out. When you wake up, this miner has come to rescue you. Hendrix has sent other members of Red Faction to come get you.

Follow the miner down the cavern behind the waterfall.



2 At this intersection several mercenaries ambush you. Lob a couple of grenades, then charge in with the heavy machine gun.



3 If you take this leg of the cavern, you run into another large group of mercenaries. The other path, through the fourth point, has fewer guards.



4 If you go this way, you face one guard up above and one along the path.



8 The entrance to the mercenary base is right here. Be careful; a rocket-launching mercenary guards the entrance.

5 Rocket-launching mercenaries wait up on the bridge, but you don't have to deal with them. Save your health and armor by using the cover fire from the other members of the Red Faction to get to the exit to your left.

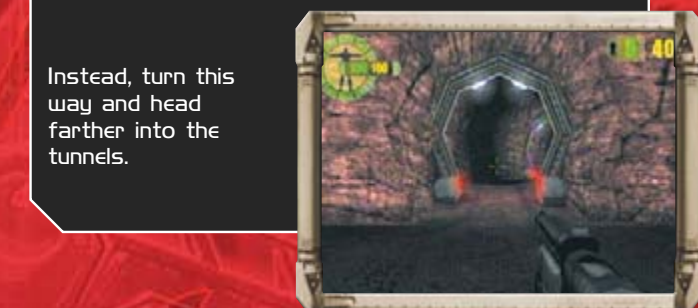
Two sentry guns protect him, so don't rush into an attack.



7 Another rocket-launching guard patrols this room. Killing him guarantees you a fall-back position.



6 Can't go this way—the mercenaries have blown up the bridge.



Instead, turn this way and head farther into the tunnels.

There aren't any items to pick up in this level. You have to get all of your weapons, ammo, and medkits from fallen mercenaries.



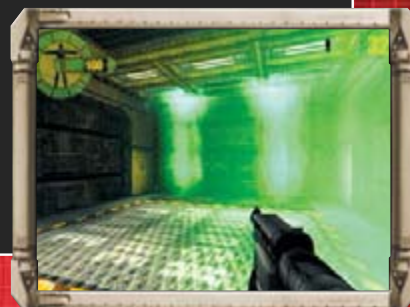
Use the rail driver on the two sentry guns and the merc.

When the sentry guns are eliminated, go inside. Follow the corridor to the airlock door.



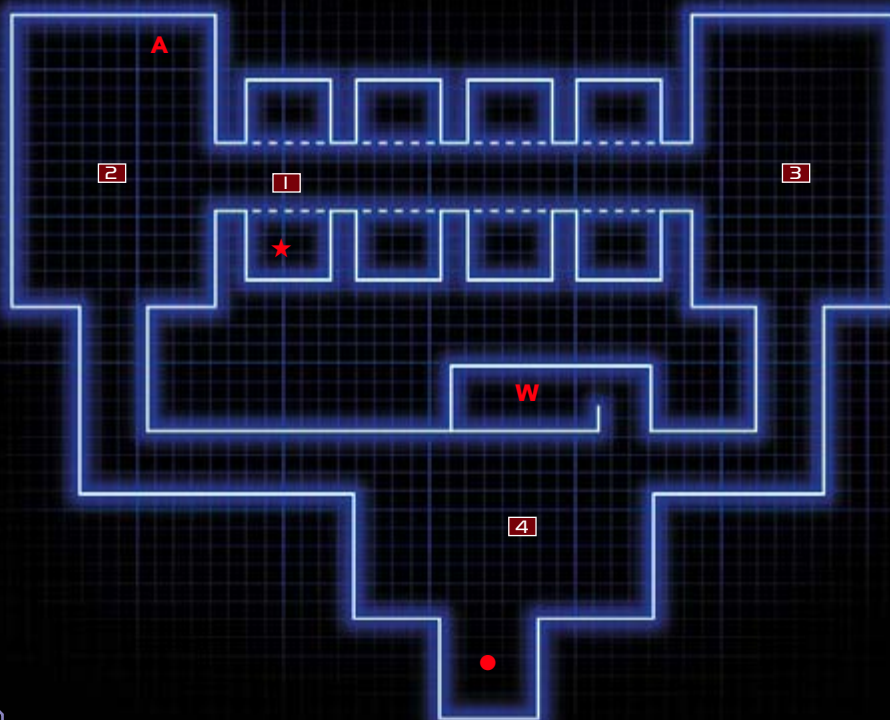
9 This is the last portion of level 17. An airlock leads to the next level.

After you close the airlock you hear a sinister laugh. Green smoke enters the room. There is no use fighting it; you just walked into a trap. You pass out and then wake up in level 18.



LEVEL EIGHTEEN

GETTING OUT OF JAIL



LEVEL 18
STAGE 1

LEGEND

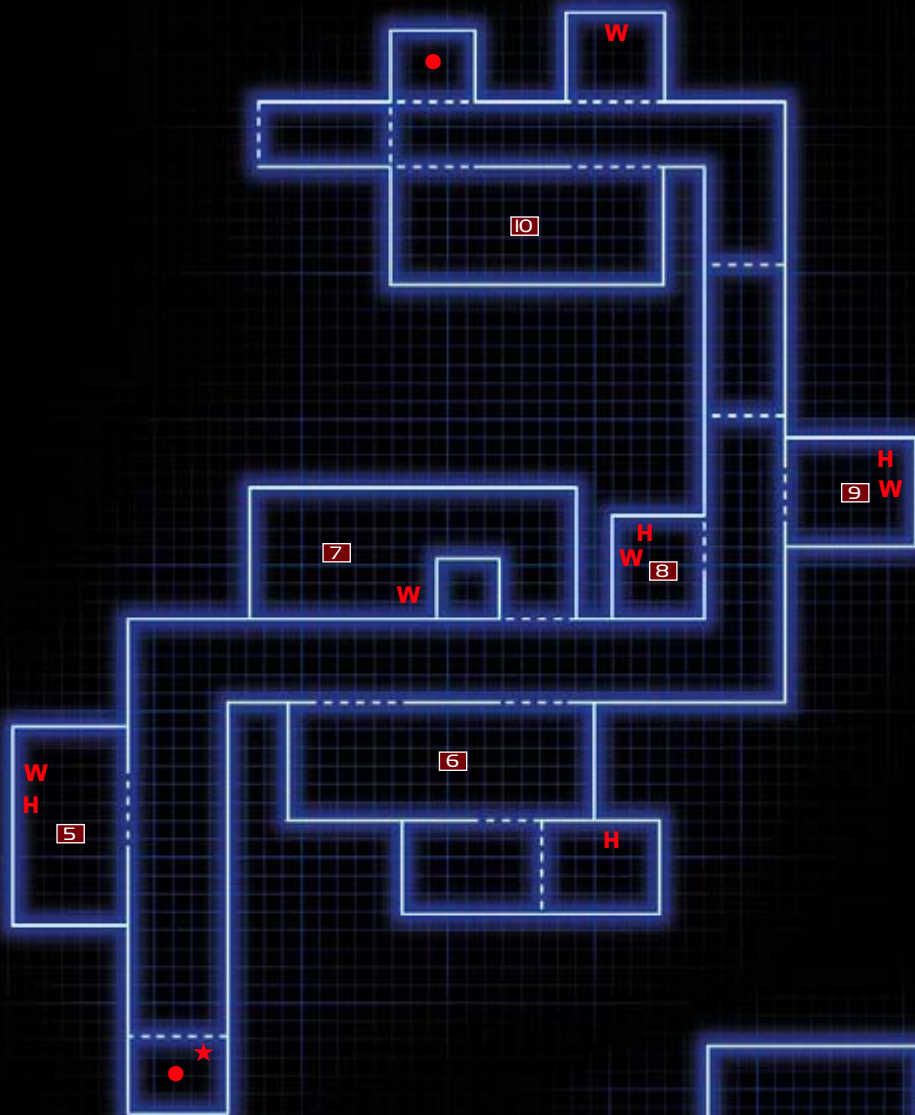
- ★ Start
- Elevator
- A Armor
- W Weapons&Ammo
- Door

GETTING OUT OF JAIL

LEVEL 18 STAGE 2

LEGEND

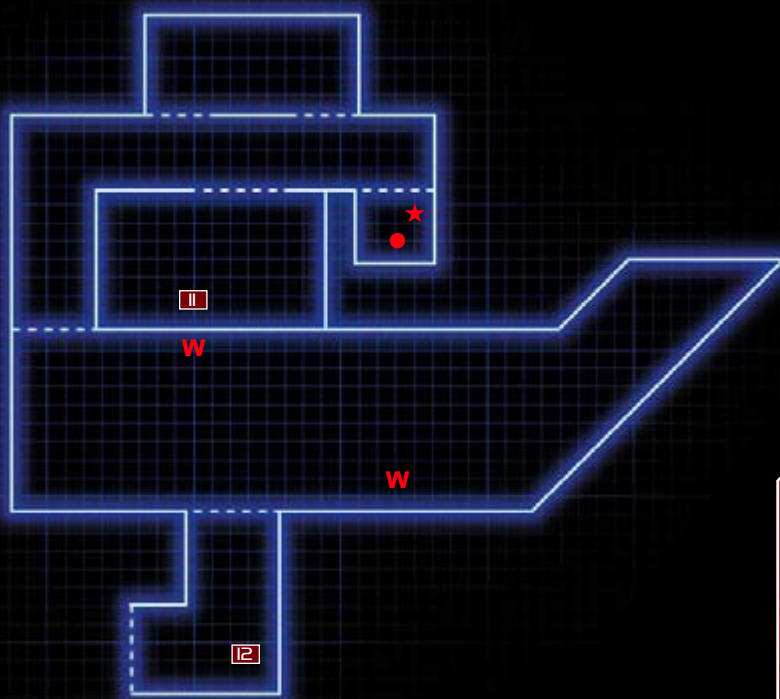
- ★ Start
- Elevator
- W Weapons & Ammo
- Door



LEVEL 18 STAGE 3

LEGEND

- ★ Start
- Elevator
- W Weapons & Ammo
- Door





1 You awaken in this prison cell at the start of level 18. A fellow prisoner across the way explains how you got here. After a few moments, you hear the cry "Red Faction," and the cell doors open.



4 The small control room here contains an armor pick-up and a medkit. You'll need it after the firefight in the hall.

2 You are very weak and have no armor, so your first order of business is to race for the envirosuit hanging on the wall. Then pick up the gun that the miner who freed you dropped.



Take the elevator to the next area of the mercenary base.



Be careful as you walk down the halls of this area. Behind every door is an angry group of mercenaries.



The sentry gun in this room is quite tempting. You could hop behind it, and start mowing down the guards. Unfortunately, you'd be standing still while you did this, and the guards have pretty good aim.



5 This room is one of the mercenary barracks. A medkit lies underneath a bed.



3 The room to the right is nearly identical to the one on the left. It contains another sentry gun, but using it has the same drawbacks as firing the first. Head up the hallway to point 4.





6 Cut down the mercs in the mess hall, then move to the back room.

This room contains a medkit.



If you haven't noticed, this level contains a lot of medkit pick-ups. That's because the firepower on this level is intense. Snag all the medkits if you hope to survive.

7 One merc lurks in the bathroom. Cut him down and grab the weapon pick-up.



8 This room contains ammo and a medkit.



9 This office room also holds weapons and a medkit.

10 This is the mainframe computer room. Unfortunately, Hendrix can't hack into the mainframe and he can't open the door to the next level. He has an idea, though: If you can turn the power off, he should be able to hack into the machine as it boots up. So head off to the elevator and the generator room.



11 This is the generator room. Clear out all of the guards first, because once you turn the power off, you need to make a beeline back up the ladder to eliminate the guards before they shoot Hendrix.

The power switch is on the lower level in the corner. Hit it and get out quick.



12 This is the entrance to the final level.

LEVEL NINETEEN

THE FINAL BATTLE

THE FINAL BATTLE



LEVEL 19
STAGE 1

LEGEND

- ★ Start
- Elevator
- Door



1 You start with Hendrix at your side. Get ready to lay down cover fire for him as he makes a run for a hangar control room.



3 Be careful—a large group of guards waits around the corner.

2 The room is swarming with mercenaries. Have one of your machine guns ready. You have to keep up a fast rate of fire to succeed.



Use the rail driver to get them.



Don't worry too much about Hendrix. He'll make it into the control room only to die. Colonel Masako planted a trap, and he's history when she springs it.



4 This room houses the fighter bay. You need a fighter to make it through the rest of the level—you can't do it on foot.

There aren't any pick-ups in the shuttle, but if you need someplace to take a break while you reload, it works.



5 Press this button to bring a fighter out of storage. Make sure you killed all the guards on the roof. If you didn't, one drops in on you as you enter this room.



The fighter will take some time to travel along the rail system. Wait patiently for it to arrive. You need this fighter to make it through the rest of the level.

Board the fighter and head out.





HIGH OR LOW?

As you head down the corridors in your fighter, you have a choice: Skim the surface or fly up high. If you take the high path down the corridors you avoid the fire of the mercenaries on the ground, but you will have to deal with merc fighters like your own. If you take the low path, you can pretty much ignore the fighters and just concentrate on the guards on the ground. Take the path along the ground. When you get to the next area of this level, you will have to do battle with three fighters. They will take at least three missiles a piece to destroy, so conserve your ammunition.



As you travel down the corridors, fly high or stay low to the ground. If you take the high path, you will have to fight off several other fighters while you ignore the ground forces.

Before you board the fighter, take stock of your armor, health, and weapons. First, you need a lot of armor and near-perfect health for the final battle. If you don't have it, you might as well start the level over—there are no more medkits or armor pick-ups. Also, you need a large quantity of heavy machine gun, submachine gun, or assault rifle shells for the final battle. If you don't have a lot, pick some up along the way.

If you take the path along the ground, you have to deal with the mercenaries on foot, but you can ignore the fighters in the air. It is better to take the path along the ground as you can conserve your missile ammo.



[6] Mow the guards down with your cannon. You don't have to kill them all, but it's a good idea if you don't have a lot of normal ammo.

After you eliminate all the guards in the corridor, hop out of the fighter and pick up the weapons the guards dropped. Make sure the fighter is low to the ground when you exit so you can hop back in.



[7] This shuttle bay is just like the first. You don't have to kill all the guards—just get to the exit at the opposite end.

Don't bother exiting the fighter to check out the shuttle. There is nothing here—just guards to kill.



8 This is the door you are looking for; behind it waits the final battle.



9 When you enter the room, you have to battle two other fighters. But, save enough rockets and shells to take out a third fighter (about 100 rounds of cannon ammo and three missiles).



Make sure you don't use all of your ammo—you still have to deal with Colonel Masako.



With the two fighters out of the way, Colonel Masako enters the battle.



Stay close to the ground with your fighter as you trade blows with her ship.



Even though you should have enough armor to survive the fight, your ship blows up when hers does, and if you're too high off the ground, you will take damage from the fall.



On the ground, open up with either the heavy machine gun or the assault rifle. This cluster of boxes provides excellent cover. Circle the boxes to keep them between you and Masako.

You have to hit her several times to kill her. About halfway through the fight, she fires an intense barrage of shots. Shield yourself behind the boxes.



You only have so much ammunition, so don't waste it (like in this screen shot here). Keep circling around the boxes and try to keep the nimble Colonel Masako underneath your crosshairs.

Only fire your weapon when you have a good shot.

Eventually you break her shield and she falls to the ground.



Move in for the kill, but remember that her very powerful weapon can kill you quickly. Keep using the boxes for cover.



Now you're in the bomb disarming interface. As you press the buttons on your controller, they will light up if correct. If you are wrong, the sequence disappears and you have to start over.



Once the first four-digit code is entered, the control opens to reveal another code. This new sequence is seven characters. As before, if you enter a button incorrectly, you will have to start this sequence over. The previous four-digit sequence stays locked in.



You've got to be fast—the clock is ticking! The code to disarm the bomb will be different than the one shown here—it's a randomly generated code.



With Masako dead, walk over to the bay doors in the floor—the ones that Masako's ship came up from. Go to the one on the left and press this switch to go to the underground portion of the level.



The floor will begin to move as the elevator makes its way to the lower level.



With the bomb disarmed the game ends. You will see the following cutscenes. The Earth Defense Fleet makes it to Mars. The revolution is a success—all thanks to you. Now go back, raise the difficulty level

You have found Eos and the bomb. Go disarm the bomb.



To disarm the bomb, approach it from the right hand side like in this screen shot. Once you are in position, press the Use button.



a notch and see if you can beat the game again.



MULTIPLAYER

Red Faction offers a multiplayer deathmatch mode. On PlayStation 2, you battle another player along with several computer controlled bots. In the Player versus Bots mode, you fight up to six computer-controlled opponents. In Player versus Player mode, you can fight against a human opponent as well as up to four computer-controlled opponents. Some multiplayer levels contain hidden areas with powerups that can be reached only by geo-modding. See what's behind the posters in the lobby level, for instance.



Select from 13 different characters for your multiplayer combat.



Red Faction's multiplayer mode contains nine levels.

SNIPING

When hunting other players, a good strategy is to take the high ground and pick off opponents with a sniper rifle. The only problem is that skillful players can sneak up behind you while you stare through the scope.

Use this strategy early if you start out in a good spot for sniping. Later on, the combat moves too quickly. The only other good opportunity for sniping occurs after you've killed an opponent. If you're up high, scan the battleground looking for your foe to respawn.



BIG WEAPONS

The levels are packed with weapons and ammo. The fusion rocket launcher is one of the best for racking up kills. If you stumble across a group of players or bots, send a fusion shell into the center to destroy all of them.

If you're worried about getting hit by this powerful weapon, keep moving.



KNOW THE LEVELS

During a deathmatch, you have to keep moving around. And since there is no map feature in *Red Faction*, you have to know where you are. Staying alive can be as simple as knowing where the next medkit is so you can rebuild after a tough showdown. So how do you learn the levels? Go for a walkthrough yourself. Select Player versus Bots from the Main menu, then select No Bots. Now you can walk through the levels and get the lay of the land, so to speak.

SPEED KILLS

The action is fast and furious in a deathmatch; remember that speed kills. Weapons like the rail driver take a long time to reload. If you miss, you're going to be in big trouble if the enemy is in close. A quick, agile player can do in a player holding a rail driver with nothing but a pistol.



PRACTICE MAKES PERFECT

In *Red Faction* you can participate in a multiplayer deathmatch by yourself by playing against up to six bots. As you become more skilled at deathmatches, dial up the difficulty setting on the bots. The more you practice, the better you will fare with live opponents.

MULTIPLAYER LEVELS

THE LOBBY

LEVEL NOTES:

Setting: You are an unwanted visitor in the Ultor complex. Do you have what it takes to storm the lobby?

Highlights: Best with two to four opponents.



Use the pillars on the lower level of the atrium for cover. Move from pillar to pillar rather than running at full speed in the open.



The center of the lobby is a two-level atrium. The open pillars allow for sniping from level to level.



The levels are linked together by corridors that curve and slope down from top to bottom. There's nowhere to hide, so keep the guns ready as you traverse the hallways.



Once you've picked up "Big Earl," start launching rockets up to the second level. You won't be able to score any direct hits, but you'll score damage with the area effect of the blast.



You can pick on your opponents from above on this ledge. Watch out for other players sneaking up behind you.



Installation XJ-15 is larger than the lobby level, making room for more players and more action.

INSTALLATION XJ-15

LEVEL NOTES:

Setting: Fast-moving action inside an industrial complex nestled within a crater on the Martian surface.

Highlights: Best with three to five opponents.



The level features a lot of exposed walkways, allowing level-to-level fighting.



Be careful when you approach T-intersections. There may be opponents on both sides waiting for you.

WASTE DISPOSAL PLANT

LEVEL NOTES:

Setting: Radioactive contaminants are the least of the dangers in this sewage treatment plant.

Highlights: Get down and dirty with four to six opponents.



Look up to shoot your opponents through the open floor grating.



Stay out of the water! The radioactive contaminants will kill you quickly.



The waste plant level contains two levels to do battle on.



Like most of the levels, the corridors are tight. If you get caught in one of them, don't try to fight head on. Pull back by running backward—never turn your back on the enemy.



You can cover most of the upper walkways from this lower corner. With your back to the canyon wall, hold your ground and pick off your opponents.



The badlands feature narrow walkways. One false step means a fall down the canyon to your doom.

THE BADLANDS

LEVEL NOTES:

Setting: A deep Martian canyon shrouded in fog, makes an ideal setting for sudden death.

Highlights: Best with three to five opponents.



Some spots work great for ambushes, like this little nook.



If things get really desperate, jump from the upper walkway to the lower one. You survive the fall, but you lose health when you land.



On the lower level of the hangar, look up and shoot players as they run overhead. Conversely, make sure you avoid the open walkway on the middle level as players can hit you from below.



The description says the environment suits one-on-one battles, but it's big enough for a couple more players.

HANGAR 18

LEVEL NOTES:

Setting: Within the narrow confines of an abandoned aircraft hangar, lightning-fast reflexes are required.

Highlights: Best for one-on-one action.



The wide-open spaces in the hangar make it perfect for showdowns.



You can shoot out the window on the third level of the hangar and jump to the one below. The jump won't do you any damage.

BLASTED CANYON

LEVEL NOTES:

Setting: Play a deadly game of cat and mouse in this canyon.

Highlights: Best with two to four opponents.



From the control room, use the precision rifle to snipe at your enemy.



Two players spawn in the rooms at the ends of the canyon, one in each. The only way to get out is to jump, which causes you some damage.



Once you jump out of the room, hide among the rocks.



Like the level description says, this level is great for one-on-one battles. However, your opponent may choose to stay in the control room. Repeatedly fire the rocket launcher into his starting location to flush him out.



Be prepared for anything when you open the doors. You never know what is lurking on the other side.



In this multilevel map you ride the elevators to the other areas.

WATERLOGGED

LEVEL NOTES:

Setting: This undersea research center is now a deathtrap at the bottom of a Martian ocean. Will this be your watery grave?

Highlights: Best with three to five opponents.



Pressing the buttons on the wall calls the elevator to your floor. Just make sure that there aren't any enemies riding it up as well.



The larger areas allow for more opponents. If you play this map with two players, you might have problems finding the other player.

MINE WARFARE

LEVEL NOTES:

Setting: Deep under the surface of Mars, this mine is littered with munitions.

Highlights: Best with three to five opponents.



Ride the conveyor from one area of the level to the other. The passageway is a great spot to hideout.



These mines are very similar to the first couple of levels of the Single-player mode. They twist and turn, so knowing the level is key.



This level even has spots marked that you can blow up, as in Single-player mode.



Behind the X on the wall, there are small rooms with weapons and medkit pickups.

WARLORDS

LEVEL NOTES:

Setting: Two mighty fortresses face each other across a deadly battlefield. Will you stay in your base or boldly assault your foe?

Highlights: Best for one-on-one action.



Survey the surroundings before heading across the open field. The distance looks short, but you can be picked off by a careful opponent.



This multilevel base allows you to shoot from several key vantage points. The roof is perfect for sniping, but you're out in the open if your opponent sees you up there.



When you're ready to assault the other fortress, move quickly over the small open area. Then ascend the ramps with guns ready. If you're defending the ramps, stand on the open-end side of the ramp. Then you can pick off people coming up before they see you.



When making an assault on your opponent's fortress, look up before heading up the ramps.

